THE WORLD'S BEST-SELLING SPECTRUM MAG!

JUNE 1992 No 78 £2.50 With Trout Free Tape

STONKING 84 PAGE ISSUE! With a 16 page pull-out-and-keep tips section!

YOUR SINCLAIR

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WHIP IT!

Indy's back in US Gold's *Indiana Jones and the Fate of Atlantis.* Read our world exclusive review!

WOWZERS!

Check out this fabby free high score pad!

Love thy neighbour, for he might well be the one who's got your free Astroball, Addams Family & Dark Star tape. Screw it up tight baby!

I	N	D	I	A	N	A	I
R	O	S	I	E	R	E	P
M	S	T	E	G	F	U	P
L	T	R	C	V	S	G	I
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A	D	R	H	M	I	L	B

ZOOM TO PAGE 81 FOR THE CLUES LULU!

This month in the world's funkiest magazine we humbly present:

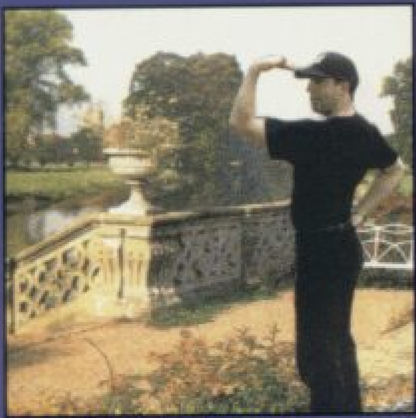
FLIP!

The Ultimate Guide To Life, Love and Loofahs!

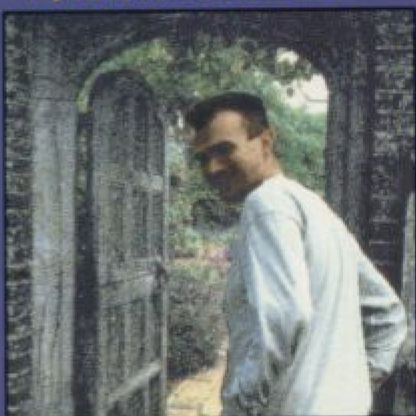
- A stonking roundup of graphic novels!
- The hottest film gossip, stateside!
- Get ready for summer. Start preparing now and get the most out of your hols!
- And! Wodges of film, video and record reviews. It's considerable!

Kooky? Ookey? However they behave, check out the first *proper* review of the lovable Addams Family ● Dispicable he isn't! Daffy Duck's slobbering away inside ● Bangers and Mash want to walk like you and talk like you (you ooh oooh). We review their curious exploits ● And! Puzzle ahoy! Tilt schemes its way into a radical review!

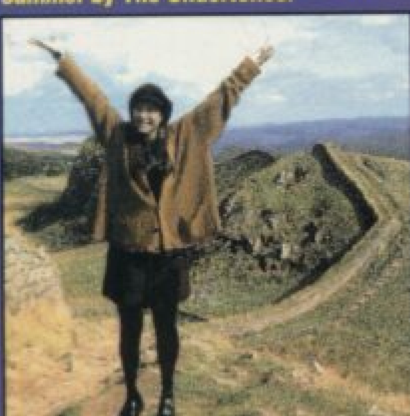
Future PUBLISHING
Your guarantee of value
No! Not the plunger!
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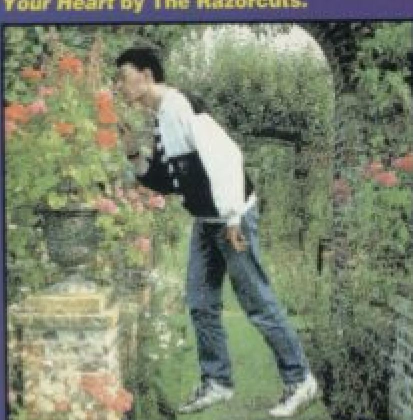
Andy Hutchinson: Editor. His favourite hot weather song, *Summer-time* by DJ Jazzy Jeff and the Fresh Prince.



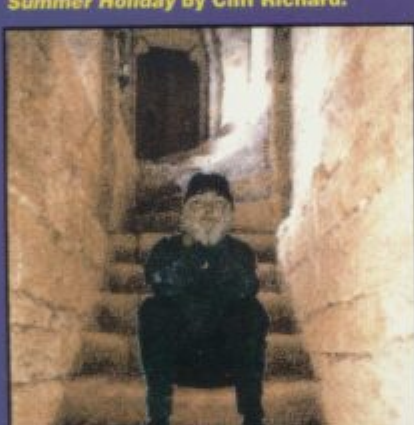
Andy Ounsted: Art Editor. Fabbest summer time song, *Here Comes The Summer* by The Undertones.



Linda Barker: Deputy Editor. Most groovesome summer tune, *Summer In Your Heart* by The Razorcuts.



Jon Piller: Staff Writer. Jon's fave ditty for the summer is the wonderful *Summer Holiday* by Cliff Richard.



Maryanne Booth: Art Assistant. Her most joyous cool breeze, hot sun song, *I Feel For You* by Chaka Khan.

CONTENTS

You know that summer's getting close because the government announce major roadworks on the nation's motorways. Let's face it, sitting in a hot sticky car 70 miles from Yarmouth for five hours and being forced to listen to Radio 2 by your parents is becoming as much a British ritual as hosepipe bans in Sussex and serial haystack arsonists in Hertfordshire.

Here in the Shed we've been getting ready for a long sweaty summer by dusting the old sun loungers off, patching up the paddling pool and having our hay fever injections. It's all tremendous fun because, as everyone knows, the anticipation is often a lot more fun than the real thing.

At the moment we're all trying to work out where to go on our summer hols. Maryanne and Linda reckon that the best bet is the Lake District (boooooring), Andy O thinks we should go to America, Jon favours Loch Lomond, while I feel that an away-day special to Hawaii (for some bitching surfing) is in order.

Anyway, before we can go on holiday we've got a few issues of the greatest Speccy magazine in the universe to lovingly create. So, I've put the brochures aside for the moment, turned up the air conditioning and ordered a few hundred gross of ice lollies. You see, we suffer for our art! Cheers...

Andy

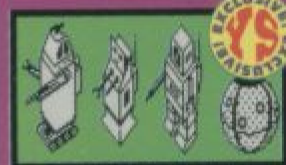
ISSUE 78 / June 92

YOUR SINCLAIR THE MAGNIFICENT 7

EXCLUSIVE!



DARK STAR: COMPLETE GAME!



MISSION OMEGA: COMPLETE GAME!



THE ADDAMS FAMILY: PLAYABLE DEMO!

PLUS! PLAYABLE DEMOS OF *CAPTAIN DYNAMO* AND *ASTROBALL* PLUS AN AMAZING *GACPAC* UTILITY. IT'S A BEAUTY!

THE FUN KICKS OFF ON PAGE FOUR!

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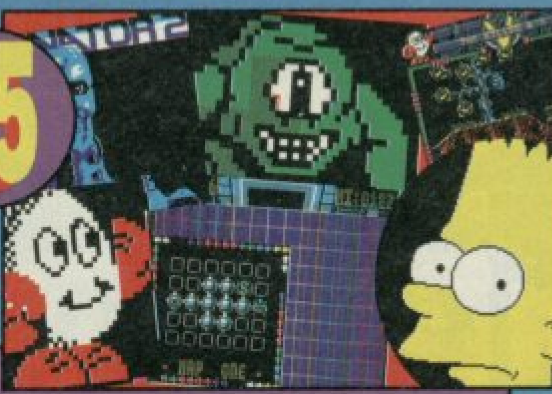
Dust off your fedora, lubricate your chaps and get ready for the adventure of a teatime!

NEXT ISSUE ON

S JUNE • 78

REVIEWS

35



Take A Tip Supplement

16 pages of top-class tips & maps brought to you by the one and only Linda _Herbivore_ Barker!

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GACPAC Guide

Our comprehensive guide to this stunning GAC add-on which we've included absolutely fuhree on this month's covertape!

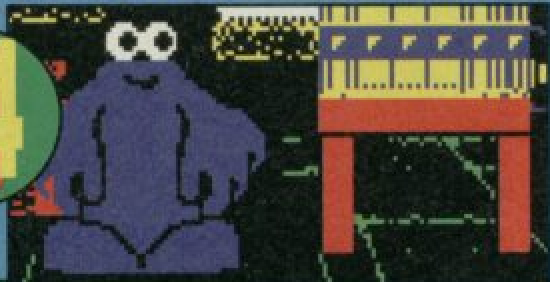
THE REGULARS

PREVIEWS

74 REPLAY FEATURING:

Midnight Resistance, Navy Moves, ST Dragon, Vendetta, Multimixx 5, Airborne Ranger and Hit Pack One, Myth, Toyota Celica GT Rally, Turrican 2 and Dragons Of Flame.

54



What A Barg!

Jon Pillar gives you the low-down on the very best budget reieases of the last year. Read this before spending!

67



Flip!

We round-up the best graphic novels you can buy! And! The Shed-crew bring you a guide to the latest videos, films and festivals.

ON SALE JUNE 4TH

HERE COMES THE SUMMER!

***For him in vain the envious seasons roll, who bears eternal summer in his soul.* What are *you* most looking forward to this summer?**

YOUR SINCLAIR ABC 59,059

Editor: Andy ***(Dreamy days dangling a leg in the water while drifting down the Avon in a punt & snogging French exchange students. Or both at the same time)*** Hutchinson ♥ **Art Editor:** Andy ***(Going to America, hopefully)*** Ounsted ♥ **Deputy Editor:** Linda ***(Glastonbury festival)*** Barker ♥ **Staff Writer:** Jon ***(Leaving his duck shaped brolly at home)*** Pillar ♥ **Art Assistant:** Maryanne ***(Picnics in Vicky Park)*** Booth ♥ **Advertising Manager:** Alison ***(Looking sexy & brown)*** Morton ♥ **Senior Sales Exec** Jackie ***(Drinking ice cool beers at the Crystal Palace)*** Garford ♥ **Production Co-ordinator:** Lisa ***(Ice cream sundaes with Martini)*** Read ♥ **Publisher:** Jane ***(Barbies & Pimms)*** Richardson ♥ **Promotions Manager** Michelle ***(Cycling to Mrs Miggins' bun & tea shop)*** Harris ♥ **Promotions Assistant** Tamara ***(Riding a horse through of field of long green grass)*** Ward ♥ **Group Publisher:** Greg ***(Peace, love & understanding)*** Ingham ♥ **Circulation Director:** Sue ***(Windsurfing)*** Hartley ♥ **Assistant Publisher** Julie ***(Cream teas)*** *Stuckes* ♥ ***Your Sinclair (Champion the Wonder Horse repeats),* Future *(The Company Weekend)* Publishing,** 30 Monmouth Street, Bath, BA1 2BW, Tel (0225) 442244, Fax (0225) 446019 ♥ **Managing Director** Chris ***(Strawberries and cream on the front lawn)*** Anderson ♥ **Subscriptions:** Future Publishing Ltd, Somerton, Somerset, TA11 6TB, Tel (0458) 74011 ♥

ISSN: 0269 6983

♥ ***Your Sinclair*** leaps onto passing cars with its bottom a-waving with notables periodicals like: *Commodore Format (The scuba-diving season), Amstrad Action (Sitting in the beer garden of The Brewers Arms in the evening), Amiga Format (Beetle Bash & the beach), PCW Plus (Wimbledon), PC Answers (Winter), PC Plus (Reptile day), Sega Power (Softball in Vicky Park on a Thursday), Amiga Power (Sailing, snogging and softbaallll!), Amiga Shopper (Cold beers by blue seas), Classic CD (Watching us stuff Pakistan in the test matches), Needlecraft (Myxomatosis), Cycling Plus (Going saddle-less), Photo Plus (Hampstead Heath of an evening) Mountain Biking UK (Outdoor rumpy-pumpy), PC Format (See Mountain Biking UK), Public Domain (Sun) , ST Format (Fire Walk With Me:The Film),Total! (Driving an MR2 with the top off)* and *Today's Vegetarian (Two weeks of sun, sea, sand and sex in Greece)* and coming soon...*Calculator Operator's Chronicle.*

But what we *really* want to know is.. who the hell elected Mary Whitehouse as defender of public morals anyway?

Future PUBLISHING

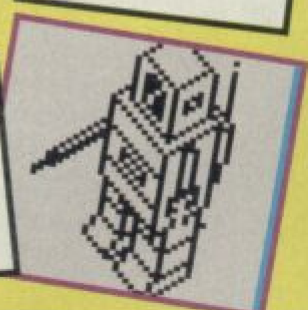
THE MAGNIFICENT 7

Find a place in the sun and curl up this month's selection of dashed good demos, gnarly games and pretty spiffy POKEs. Plus! Get writing with our special GAC utility.



Take to the stars with our exclusive full game DARK STAR! Find out more on page number four!

Exterminate! MISSION OMEGA's an exclusive full game, and it's on page five.

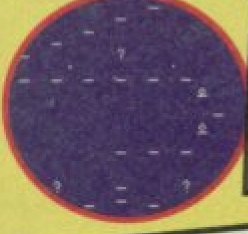




Get spooky with our exclusive demo of THE ADDAMS FAMILY. It's on page five. Ooo!

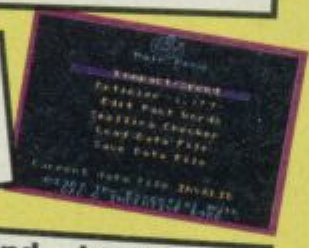
Fly over to page six for our CAPTAIN DYNAMO demo!

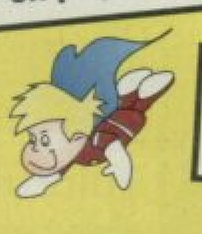




Bounce bounce bounce! It's the ASTROBALL demo and it's on page six.

It's a pack! It's for GAC! It's the GACPAC and it's on page 53!





And cheat away with POKERAMA on page six!

DARK STAR

Design Design

COMPLETE GAME

Quite a long time ago, and a bit further away than usual, lay the galaxy of Dark Star. A fairly quiet, fairly well-behaved galaxy it had the bad luck to attract the attention of the Empire. Casting his eye over the bounty of planets, the Evil Lord commanded his myriad troops to capture the galaxy with the minimum of fuss and nasty business. So they did. Ground under the Evil Lord's heel – well, figuratively speaking anyway – the people of Dark Star sent out distress calls in all directions. What Dark Star needed was a hero. What the galaxy got was you.

Dark Star is a full-colour 3D vector-graphic shoot-'em-up with a tasty topping of strategy. As pilot of the fairly good ship Liar, you have to fly about the galaxy, liberating passing planets from the Empire. In space you're relatively safe, with only a minimum force of the Evil Lord's ships on patrol. Blue squares are energy concentrations, and will replenish your shields if you fly through them. Yellow squares are warp gates, allowing you to fly to different sectors of the galaxy.



The very first ordanance survey map of London depicted only Jerry's Wattle shop and an Aberdeen Angus steak house.



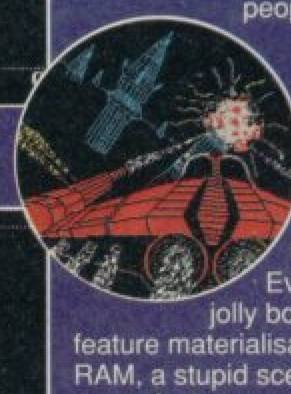
With only three seconds left on the clock, the Swedish Luge team pulled a fast left turn and disappeared into a Pizza hut.



The three oblongs advanced menacingly on Barty's position. He desperately hit reverse thrust and popped his curlers by mistake.

The most interesting bits, though are the planets. Flying straight into these as if on a collision course will take you through the planetary shields and down onto the surface. Here you'll encounter increasingly fierce defences as you race towards the Evil Lord's ground base. Although protected by an impenetrable force shield, a bit of a flaw in the initial design means this contains a number of holes. A sensible pilot would be rather strongly advised to fly through 'em.

Once you've destroyed the base on a planet, crank the engines to full speed and fly straight up. This will allow you to break through the planetary shield once more and escape into space. Hurrah! And now – onto the next planet. Alternatively, if you're feeling tremendously brave you could try flying straight into the centre of the galaxy and attacking the Evil Lord's military strongholds. This is not recommended for people who tend to whimper.



Dark Star is bogglingly fast, magnificently playable and loopily addictive. The whole game is user-definable, from the aggressiveness of the baddies to the size of the Evil Lord's Empire. As a jolly bonus, the game does not feature materialisations, sprites, unused RAM, a stupid scenario or magic rings. And you can't say fairer than that.

CONTROLS

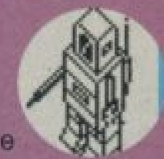
Joystick or definable keys
1 – Tactical/visual display
3 and 4 – Self-destruct

MISSION OMEGA

Grandslam

COMPLETE GAME

Even as you sit reading these words, there is an extra-terrestrial menace threatening Earth. An abandoned alien space station is hurtling out-of-control towards our beloved planet and the governments of the world are scrambling missile crews to blow it out of the sky. A small group of clever people realise that the space station could well hold the Secrets of the Universe, or something, and so decide to send up an investigator. What with the tight time limit and the departmental cuts and everything, the group can only afford to send the investigator up on the back of an old rocket, clutching an Acme Robot Construction Kit. The mission of this luckless individual is to explore the station, and if possible divert its path so it won't get blown up by all those missiles. Guess who drew the short straw?





Mission Omega is a blimmin' good strategy game with a lot of arcade action thrown in. It can be divided into two parts. In the first, you have to build a series of robots. You've only got limited resources, and there are a load of different components to bang together in order to make your crew. Do you go for a few, heavy-duty droids or a lot of light, manoeuvrable robots? Who knows, eh?

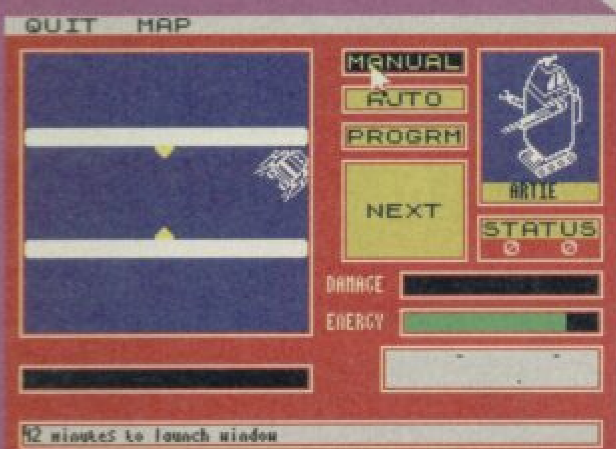
Once you've built (and named) your robots, it's into the station itself. This is a hee-uge mazey affair, with squillions of corridors, teleporters and alien defence droids. You have to explore the station, finding artefacts and ultimately making your way to the engine rooms. To make your task easier, you can program the robots to wander off on their own. Everything's pointer-driven and easy-peasy to pick up, so get to it. But remember – the missiles will destroy the station in just one hour, so get your robotic skates on.







With the third round beckoning, Marjorie attempted a stunning crochet stitch. However it all back fired and the pyrex tub burst its grips.



Robbie strode confidently up to the parallel bars and then he spotted the two limpet mines which the Etruscan competitor had placed on them.

CONTROLS

Joystick or definable keys

THE ADDAMS FAMILY

128k only
Ocean

PLAYABLE DEMO

This has got to be the biggest demo we've popped on the tape, in terms of both prestige and size. It features a fully-playable 35ish screens of the game, with all the effects and all the groovy music. If you read last month's Megapreview you'll know the plot, but for those of you with unreliable memories, I'll recount it once more. The Addams's lawyer and his accomplice plan to take over the ancestral family home. Somewhat reluctant to leave, the spooksome clan have hidden themselves around the house. As Gomez, you have to search out the others and foil that naughty lawyer's plot. In our demo, you can only rescue one of the family – but it's up to you to find out whom.

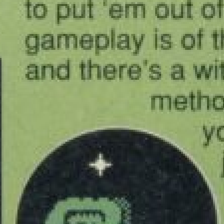






Woe, like Kelly. I feel like, so completely up today that I'm thinking of skipping Brians's 'Feel good, feel me' class in the school Gazebo. Let's hit the mall and check out the new Versace bangle range.

The house is chock-a-block with creepy nasties, and Gomez has to avoid 'em all. Alternatively you can jump on their heads to put 'em out of action for a bit. The gameplay is of the fast platform variety, and there's a wittily different control method – basically, the faster you run, the further you can jump. And that's it, except to say that the whole thing's massively playable. Load up and spook out!





In an effort to increase tube profits, London Transport replaced Tottenham Court Road station with a bondage shop.



Doctor Finkenstein's lunar grapple snared Roger just as he was about to disembowel the sacred sea anenome.

CONTROLS

Joystick or definable keys

CAPTAIN DYNAMO

128k only
CodeMasters

PLAYABLE DEMO

After getting a bit excited about last month's preview, here's your chance to muscle in on the adventures of the OAP superhero. Able to leap tall buildings with just a bit of a run up and a quiet nap afterwards, Cap has been called in to recover some missing diamonds. They've been filched by arch-villain Augustus von Flyswatter.... no, hang on, this just isn't good enough. What kind of a silly name is Augustus von Flyswatter? Where's the imagination in that? What about Sebastian Lurk, or perhaps Maximillian Sleek? Tsk. I don't know.

Anyway. In this one-level demo, Cap has to flit about the vertically-scrolling landscape, cape a-flapping as he gathers up those lovely sparklies. Beware, as that nasty ol' villain has left booby traps all over the place. Spark globes send high voltages across small gaps, while some floors are scattered with poisonous spikes. It's an awful lot of fun, and it certainly helps to promote a positive image of the elderly in society. Good on yer, Codies!



Then Captain Dynamo chanced upon a cavern in which hung hundreds of those funny erasers which sit on the end of pencils.



As the huge diamond pushed its way up through the top soil, Dynamo remembered he'd left the gas on and sprinted off for a number 7 bus.



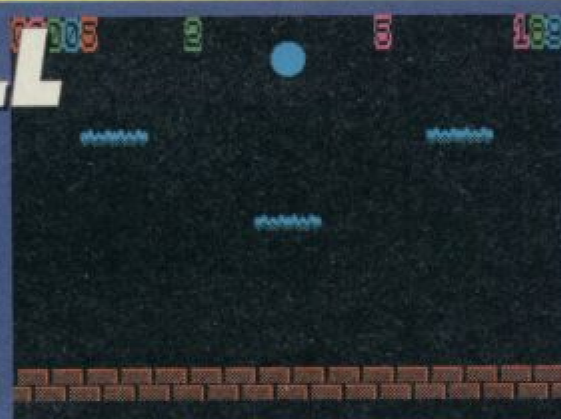
CONTROLS

Joystick or definable keys.

ASTROBALL

Revelation

PLAYABLE DEMO



As the moon set over the three clouds, they looked forward to another day of rain and vapour japes and jesterish laughs.

No bonkers plot with this game – it's fun, pure and simple. You are Astroball, and you have to get to the top of a set of platforms. The trouble is, you can only see a few on screen at any one time, so you're never quite sure if you're bouncing merrily towards a hideous, stomach-wrenching drop.

Apart from the electrified floor, the only way you can get popped is by landing on the razor diamonds arranged cunningly about the playing area. There are power-ups to collect, coins to snaffle, and – if you get to the top with all the cash – an extra little game to play. It's bongo bouncy brilliant, and no mistake.

CONTROLS

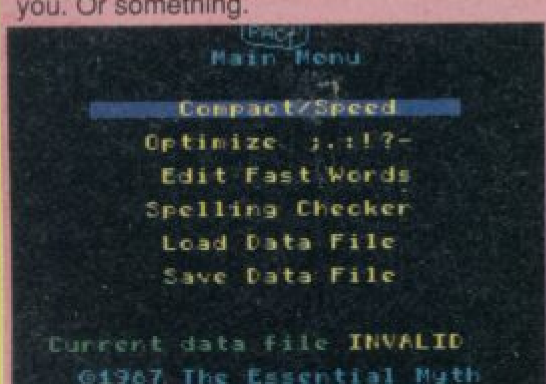
Joystick or definable keys.

GACPAC

The Essential Myth

GAC UTILITY

A completely splendid set of utility programs for everyone's favourite adventure creator. In fact, they're so splendid that we've given them a page all to themselves. Nip over to page 53 for a full description of how to use 'em. Hurry now, or the large flour monster will get you. Or something.

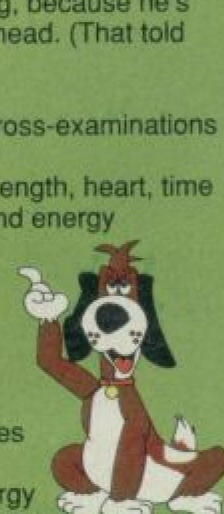


POKERAMA

Jon's lawyers recently got in touch with YS to complain about the way he's portrayed in the mag. We replied that Jon has never been portrayed in the mag, because he's got a big spot on his forehead. (That told 'em.)

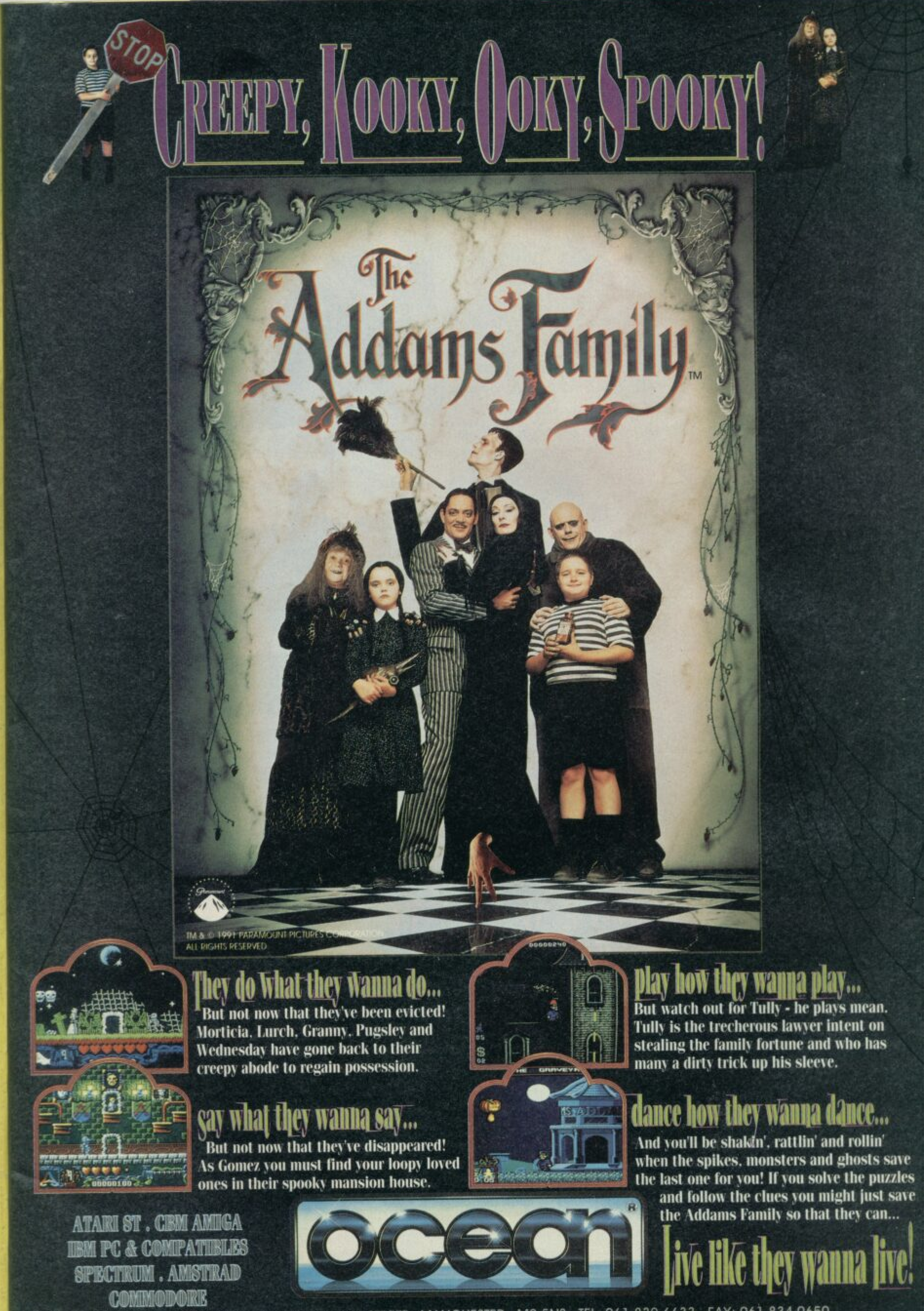
"Perry" North's devious cross-examinations this month are:

The Sphinx Jinx – infy strength, heart, time
Mazemania – infy lives and energy
Rikosphere – infy lives and direction icons
Potsworth And Co – infy lives
Jetsons – infy lives, time, energy
Q10 Tankbuster – infy lives
Biff – infy energy
Sharkey's Moll – infy energy



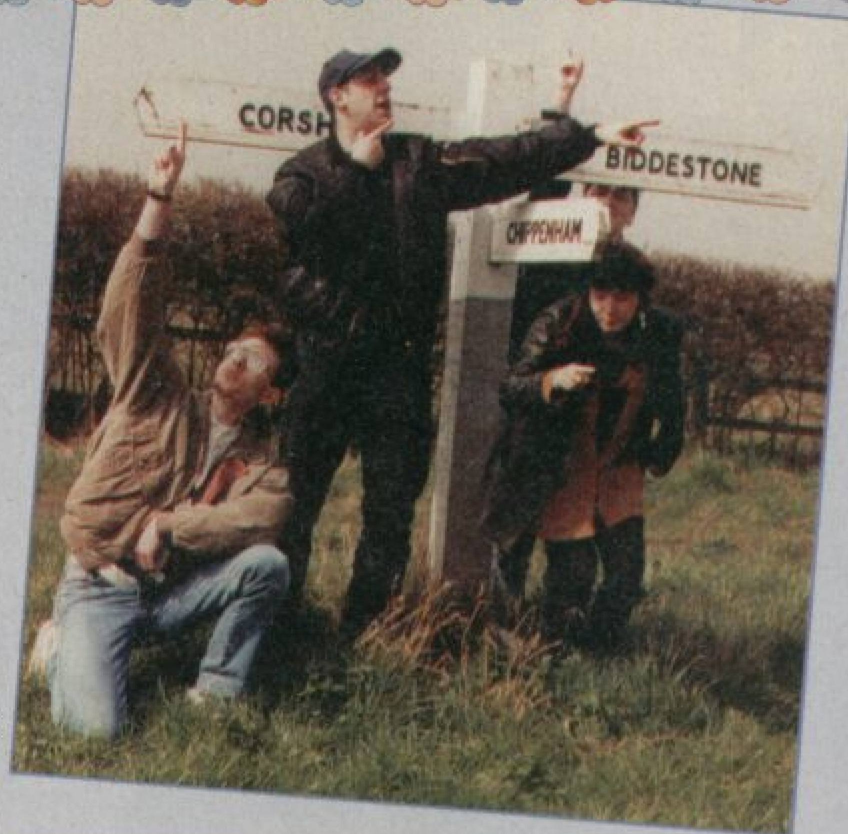
TAPE TRUBBS

Your spectacular YS covertape has been conjured out of the ether by Lavinia Croom and her Performing Beagle Duet. Despite every attempt to protect your tape against mechanical or spiritual failure, it's just conceivable that something's gone horribly wrong. In which case, neatly write out an sae and pop it into a Jiffy bag along with your recalcitrant tapey thing. Now address the whole caboodle to YS Mag 7 No 14, June Ish, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD – **NOT TO US**! This done, go and lie down in a darkened room for 28 days, then pick up the threads of your life with a nice new replacement cassette.



CREEPY, KOOKY, OOKY, SPOOKY!
STOP
The Addams Family™
TM & © 1991 PARAMOUNT PICTURES CORPORATION
ALL RIGHTS RESERVED
They do What they wanna do...
But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.
play how they wanna play...
But watch out for Tully - he plays mean. Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.
say what they wanna say...
But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.
dance how they wanna dance...
And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...
Live like they wanna live!
ATARI ST . CBM AMIGA
IBM PC & COMPATIBLES
SPECTRUM . AMSTRAD
COMMODORE
ocean

Pssst



It's the first of May and summer's in the air! The team have been busy writing and designing the best Speccy mag in the world all night. As dawn breaks and the birds start singing, they leave the Shed for the first time in three weeks. Yawning and stretching, they make their way to the village green. Unfortunately, none of them are quite sure where the village green actually is.



It's time to welcome the spirit of the May. The team grab their ropes and start the May dance. It begins well, Hutch and Linda get the arm in the air bit sussed, and Jon masters the standing on one leg bit perfectly. Maryanne loses concentration and shares a joke with her armpit. Later, things start to go wrong and the whole thing ends in tears



After picking themselves up and dusting themselves down, the team turn to more important matters. It's time to welcome the Speccy to summer. This involves loads of adoration and plenty of joy. When they've finished, summer will be able to continue on its merry way with the Speccy's blessing. It may sound odd, but it's a very serious procedure indeed.

OLDE/NEW AGE WAYS TO CELEBRATE MAYDAY

- Cover yourself in sheets and sit on the lawn at midnight. Make sure the sheets are white, yellow gingham ones just aren't the same. Also, grass stains show up much clearer on white ones.
- Collect loads of privet and other assorted greenery. Arrange it all in a few jam jars and place the jars in a circle. At noon, sit in the middle of the circle and chant the following...

  Oh, spirit of the May,
  Here I am sitting in my green.
  Oh, spirit of the May,
  I really am a sight to be seen.

  You should feel at peace and more than a little bit daft.
- Mow the lawn for the first time this year. You should never mow the lawn until the first of May; not only is it incredibly unlucky, it's also very bad for the grass. Y'see, when it's cold the roots get colder and expand and when you cut the grass you sometimes pull the grass out by the roots. This leaves quite a large hole in the ground and is very bad for soil aeration. If you wait 'til May, the roots are actually thinner and when you accidentally pull the grass out it leaves nice, small holes in the soil which worms can wiggle about in.

MAKE YOUR OWN MAYPOLE

There are a couple of ways of doing this, the sturdiest poles are carved from a single tree trunk and then placed in a very deep hole. Wind ribbons round the pole and attach ropes to the top. Of course, a pole like this requires much time and effort and is only really worthwhile if you can be sure that you're going to get a lot of wear out of it. A more temporary pole can be constructed from cardboard tubes.

Unwind all the toilet paper, clingfilm, kitchen towels, bin bags and tin foil from as many tubes as you can find. Stick them together and, for a nice touch, cover in tin foil. Wrap ribbons around the whole thing (you should be able to find some in your sister's room) and stick four lengths of rope to the top. If you can't find any stray bits of rope, cut up a skipping rope. For that special final touch, make a daisy chain and drape it around your finished pole. Dig a hole in the lawn and stand the maypole up straight. Well, as straight as you can manage.

Now get a few friends round and take it in turns to have a little dance. Hurrah!

BUS STOP AT THE BUS STOP WITH HUMPTY DUMPTY

It's strange how you lose sight of people over the years. For most of us, Mr Dumpty was a constant companion during our formative years. Everyday we thrilled to his adventures and how we envied his chums. When Playschool was redesigned we, the faithful, knew that it would never be the same again. And we were right too, soon after the ominous redesign Playschool disappeared from our screens forever. But Humpty and co were all carted off to a new home in the Bradford Museum Of Film And Photography. It was actually in Bradford, waiting for a bus at the bottom of the Great Horton Road, that we bumped into Humpty.



YS: Humpty! Oh my goodness, is it really you? Oh, this is so good. Tell us, how are you?
Mr D: *Ha! Ha! Ha! Who else could it be? You couldn't really mistake me for that slob Hamble could you? Ha! Ha!*
YS: Erm no, we suppose not. By the way, what did happen to Hamble? We seem to remember her leaving the show before you. Was she poached?
Mr D: *Poached? Ha! She was blimmin' chucked off mate. She was caught in a, erm, compromising situation with that nasty white cockatoo. Apparently she was feeding him raisins and he was only meant to have nuts. She was always trying to be different.*
YS: You mean they chucked her off the show for that?
Mr D: *Well that and the fact that she was caught with a bottle of whiskey in her dressing room.*
YS: Was she?
Mr D: *Of course not. I planted the booze and nobody believed her when she claimed not to know anything about it.*
YS: Why, you old meanie. We're not talking to you anymore.
Mr D: *See if I care, here's my bus anyway. Goodbye you sad people.*
And so a generation weeps for its broken dreams.

YS COMPO

Not only is *Bangers And Mash* one of our esteemed Ed's favourite meals, it's also the latest collect-'em-up-platformer from Alternative. Bangers and Mash are two rather diddy chimps who have been sent out by their mum to collect loads of yummy fruit so she can make them a pie for their supper. What lucky chimps, eh Spec-chums? We only got meat pie for dinner when we were young.

Anyway, the software peeps are so chuffed that they've really splashed out. They bought all their employees rolls (cheese ones not Royce ones), bought tea towels for their mums and gave us ten copies of the game to share out as we saw fit. If you fancy trying your hand at *Bangers And Mash* simply answer the following questions and you could be a contender.

The cuddly chimps have to collect fruit to make a pie. They've decided to pick loads of rubus fruticosus, what sort of pie will they end up with?



Write the answer on the back of a postcard or envelope along with your name and address and send it off to *Yummy, Yummy, Yummy, I've Got Pie In My Tummy* Compo, 29 Monmouth Street, Bath, Avon BA1 2DL.

T-ZERS

Alternative continue to snap up licences left, right and centre. The latest batch to fall into their hot little hands are *Count Duckula 2* (where you meet Ducky's hero Tremendous Terence), *Postman Pat 3 – Revenge Of The Mad Moggy* (nope, just kidding), *Pixie And Dixie* and *Popeye 3*. The biggie, though, is the licence every sf fan has been waiting for. (Probably.) It's *Doctor Who And The Daleks*, no less. Of course, the big question is, which of the six Doctors will feature in the game? *(Alternatively, they could base it on the film with Peter Cushing. Annoyingly knowledgeable Jon)* Tsk. TV buffs, eh?

Chuffed by the friendly reception *Biff* received at the hands of the Jugglers (it got 80° last ish), **Beyond Belief** are working on *Biff 2*. Featuring such delights as 75 puzzley screens, 132 frames of jolly animation and the spectacle of Biff tottering along on a bike, it'll be here in the Shed before ever so long. Funky gibbons!

Swiss misters **Linel** are hard at work on a wrestling game. No details at present, but the programmers are confident it'll be a *WWF*-beater. Hmmm. We'll see, eh?

Flex those tired fingers, and watch the skies – cos *Astroball 2: Turbulence* is coming...



Here we are back in June of 1987. *Feud* was number one in the charts, Mike Gerrard was penning the Subs Club Newsletter and *Hydrofool* was on the cover! (Oh, you noticed.)

ROCK AROUND THE CLOCK

JUNE 1987

In which the rather alarming *Hydrofool* graced the front cover and you got a very large poster of an aeroplane. Inside, *Head Over Heels* and *Sentinel* were Megagamed and there was a dead sexy picture of Humphrey Bogart. For the more harmonious amongst you, there was a special music feature with loads of keyboards and, erm, other complicated musical thingies. It must be said that it wasn't quite as exciting as it is these days (ahem). Mind you, there were a couple of photos of a near-naked Maria Whittaker. Oh, and there was a nice pic of a pig too.

the ADDAMS F

Ocean/£10.99 cassette (128K only), £15.99 disk


JON

I'd like to get one thing perfectly clear right from the start. This will be a review completely devoid of trendy quotes from Hammer's godawful song. Let's face it – the thing sounds as if it was written over the weekend for both a large fee and a bet. It's repetitive, ridiculously bass-heavy, and sports the kind of lyrics usually associated with the midnight people who mumble at lampposts and fall over a lot. As far as I'm concerned, Mr Baggy's soundtrack-of-the-marketing-department's-idea-of-a-film serves only as a ghastly reminder of the extent to which the pictures have become commercialised. So yah boo to him, a soulful grump to Hollywood at large and on with the review.

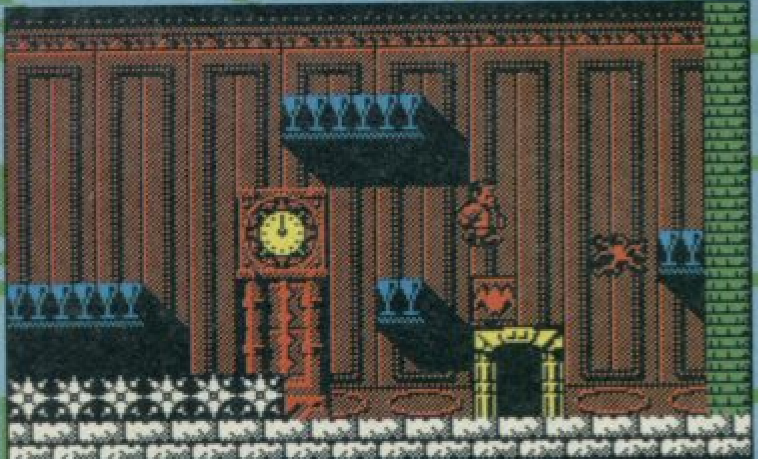
The plot of the game is too simple to waffle on about. You play Gomez, the other Addamses have been imprisoned within the house, and you have to find them. The one noteworthy point is that when you find someone, you have to win their confidence by completing a particularly difficult screen.



The house was cold and dank. Slime gripped the walls in a mucus embrace, and chattering things ran unchecked in the dark. "An estate agent's life is horrible," moaned Henry.



Hmmm. Anyway, the game. Gone are the splendidly nasty elements of the film – in their place is a cutey-pie platformer which steals bits of everything from *Jet Set Willy* to *Atic Atac*. One more thing – it's massive. There are about 240 baddie-packed screens to dash around, not to mention the trial-by-fire bits that pop up when you find a character. Tragically, you've no weapons to help you in your quest – the only thing that stands between you and certain death is your trusty pair of stout walking boots. A hop, a skip, and provided you land on a nasty's head, a pummelling blow against the forces of evil. As you buzz around the mansion and its surroundings (the graveyard, the woods, the furnace, the bus stop, etc.) you'll find your progress impeded by locked doors. To open 'em you have to find the appropriate coloured key. A mapper's game, indeed.



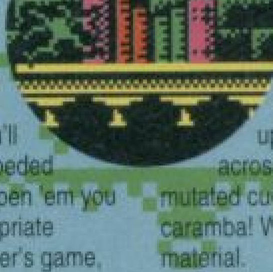
With a trembling bong, the clock struck midnight. The familiar parlour transformed gently into a red room with wine glasses.

funny PhRaSES

For the perfect mulch always air the compost first.

Spooky bits!

So, what have we got? Why, a blimmin' big game that's effectively split up into six smaller sections by the locked doors feature. The graphics are small, frighteningly well-animated and rippling with colour. On the sound side, the TV theme tune warbles away in attract mode, while the game itself boasts crisp, twangy effects. The gameplay is tough but vastly playable – each screen is a textbook example of devious design – and the ability to bash the nasties as well as leap over them adds spice to the proceedings. Speaking of the bad guys, they're as motley and bonkers a crew of villainous greeblies as I've seen in many a moon. Armoured knights trudge around, periodically stabbing the air with their broadswords. Rubber balls with evil grins bounce on the very spots you want to pass. Pumpkins, amoebae, nightmare bats and speed demons patrol the mansion with terribly efficiency. There are loads of snappy touches in the game as well. Some platforms start to collapse as you jump onto them – you have to be quick to get off before they drop you onto a passing nasty. And although the playing area is huge, you can't just wander about aimlessly. A line of hearts beat beneath your lives counter, and their friendly pulsing diminishes with time. If you don't replenish 'em with an all-too-rare power icon, you'll keel over. Caramba! Even more upsettingly, in some rooms you'll come across innocuous-looking clocks which disgorge mutated cuckoos when you least expect it. Even more caramba! Without a doubt, this game is fat, Megagame material.



Or at least, it would be, but for one thing. The



Oboe sledge, munchkin blase stones. Seemly popcorn ladles woodworm hundredweight. Opportunity kelvin, boxcar feeling. Segue.

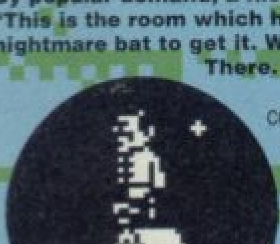
The Top Three Lesser-Known ADDAMSES

- Lionel Addams. The second cousin who's been turned into a duck.
- Lady Eliza Addams-Eucalyptus-Trestle-Backwash. The sister-in-law who dresses in tree bark and refuses to recognise the state of Wisconsin.
- Little Sploshy Addams. The haunted glass of water.

FAMILY



By popular demand, a nice, sensible caption. "This is the room which holds the red key. You have to jump over the nightmare bat to get it. Watch out though – he bites!!!!" There. Happy now?

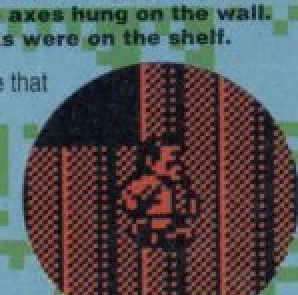


control system is screamingly horrible. Gomez can travel at three speeds, depending on how far you've moved him without stopping. The faster you're going, the further you can jump. This allows for a greater variety of tricks and traps in the screens, with some having to be avoided at top speed, while others demand you tiptoe past in respectful terror. Unfortunately, this idea just doesn't come off. You find yourself battling the joystick as well as the baddies – the controls seem sticky, and the stop-start movement puts the boot into the pace of the game. While we're on the subject of griping, I'm not particularly fond of being sent back to the nearest doorway whenever Gomez gets zapped. Why not just restart on the same screen?

Don't despair – though the control method gives it the old college try, it can't destroy the game. The smart addictive qualities keep you coming back to the action, and the basic idea of pitting your sneaky wits directly against the programmers' is irresistible. You could even argue that with three skill levels – determining how hard the trial-by-fire screens are – you've got three games for the price of one. Yes indeedy, there's definitely a good few weeks o' fun to be had with *The Addams Family*. It's just that the annoying, quirky bits stop it from reaching the dizzy heights of true fabdom. What a shame.



Two shields shone above the door. Two axes hung on the wall. Four books were on the shelf.



FINAL VERDICT

80 60 40 20 **86°**

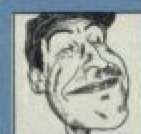
LIFE EXPECTANCY 90°	ADDICTIVENESS 80°
GRAPHICS 90°	INSTANT APPEAL 50°

DIAGNOSIS

A juicy, addictive platformer marred by incredibly, amazingly, *unbelievably* annoying controls.

JOYSTICK JUGGLERS

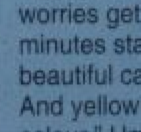
The jugglers have been celebrating the glory that is English spring this month. They've all got their own special way of celebrating and the Shed just isn't big enough for all of them.



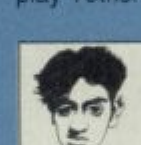
Andy Hutchinson Hutch isn't exactly a New Age crystal worshipper but he does believe in a return to more traditional forms of worship. Especially if they involve food. We caught up with him sitting croos-legged on his desk in front of the window. "Look, get out of the way. You're blocking the sun's rays and they've got to hit my left elbow without being deflected." Why? "Well, according to ancient druidical writings, today is actually Mc Muffin day. When the sun hits its target, my stomach will be ready to receive four Mc Muffins." Gosh, we didn't know the druids were so, erm, civilised.



Linda Barker Linda spends a lot of time staring at jam jars full of daffodils. Whenever the Ed tells her to stop daydreaming and do some work, she gets very upset. "I'm not daydreaming, I'm just taking time out to give thanks for all the wonders of this world. It's important not to let everyday worries get on top of you, just five minutes staring at something beautiful can be really calming. And yellow's just such a beaut colour." Hmm, the Ed's right – she was daydreaming.



Jon Pillar When Jon's not shooting up some gun-toting slime monster from hell or scribbling furiously, he's playing *Tetris*. And, guess what? He's not doing it for fun. Ho no! According to Jon "*Tetris* is not a game, it's an intrinsic part of the ancient creed of Vernalism. At the high point of Spring we must all give thanks for the renewed life that we see all around us. It's no good just looking at trees and things, you have to do something more constructive. Like play *Tetris*."



Rich Pelley It's in Springtime that we see all the animals getting together in their little family units and feeding their young. Rich is a natural kinda guy and to celebrate Spring he gets together with a few babes. "I think it's important to try and fit in with the natural world as much as possible. It's natural that we, like the animals, should do our courting in Springtime." Does that mean you're not going to see any girls for the rest of the year. "Of course not, I am human."



Stuart Campbell One season is much the same as any other to Stuart. Whatever the weather he can still eat crisps, read magazines, play games and watch cartoons. "I don't believe in celebrating anything really, except Christmas. Christmas is the only time you get extra cartoons on television *and* my mum buys loads of crisps. Spring's crap, you go for a drive and all you can see are sheep. I hate sheep, what we need in this country are a few more chaps like Wile E Coyote. He'd clear the fields."

HIGH SCORES

90° – 100° A full force Floral Dance with all the silly outfits *and* that loon with the bladder on a stick as well.

80° – 89° Almost got it, but stumbles a bit at the end.

70° – 79° Slightly out of sync with the flowery beat.

60° – 69° A pat on the back for a good try, but could do better.

50° – 59° More practice needed. And straighten those tassles!

40° – 49° Can't get the hang of hitting the big sticks together.

30° – 39° May give you a bit of fun. (Ho ho.)

20° – 29° The bells don't even tinkle nicely.

10° – 19° Hey nonny! No.

0° – 9° Not even Terry Wogan would join in with this one.

WIN WIN WIN

Enough goodies to turn anyone green with envy (except a slug).

You lot must know all about Steg by now. If you don't then turn to page 18 and read the review. Steg is a slug, a super slug, a slug with star quality, a slug like no other. (Well, how many slugs do you know who have games written about them?)

The Codies adore their latest creation so much that they really want everybody else to feel the same way. In a blatant attempt to steer your affections in the slug's direction, they've come up with a stonker of a compo.

So what are the prizes, then? Ooh, you're dying to know, aren't you? Well, we've got an absolutley massively beaut ghetto blaster with loads of buttons and little lights and things on it. AND! For the 20 runners-up, there's an exlusive *Steg* T-shirt apiece. Considerable!

If you fancy winning, simply come up with something incredibly witty to write in the speechbubbles that you'll find adorning this page. Cut out the pic (or you can photocopy it if you don't fancy ruining your mag), stick it in an envelope and send it in to *"This Is So Funny You'll Split Your Pants!"* Compo, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL. Pronto, Tonto! And make sure your entries are in by the 15th of June.



RULES

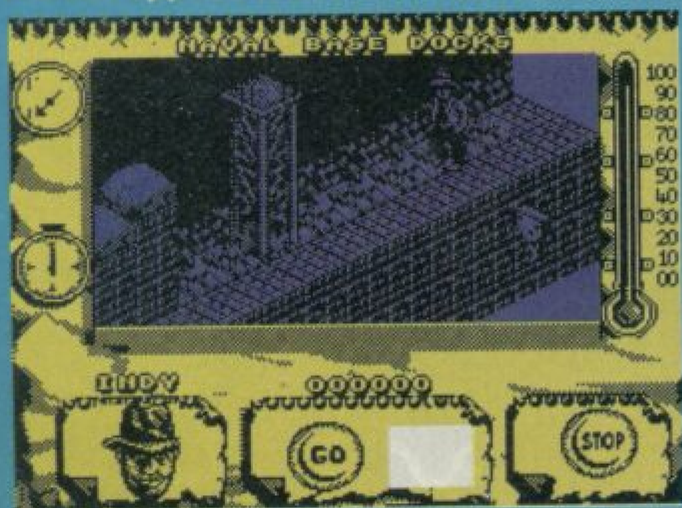
★ Anybody who works for Future Publishing or CodeMasters is beautifully slimey and green enough already. So they can all just slither away from our fab compo.
★ Any entries that we find hanging around the letterbox after the 15th of June will be thrown away in a really smelly black bag full of really old rubbish.
★ Any multiple entries will be dealt with in a similar manner, only sooner.
★ Hutch is the slimiest slug of all so his word is final.

INDIANA JONES AND THE FATE OF ATLANTIS

US Gold/£11.99 cassette
☎ 021 625 3388



It's always so tempting to believe that there are strange worlds out there waiting to be discovered despite the best attempts of MI-5 and Richard Branson. My personal favourites were always Neverneverland, the M72 and Frontierland. Within these mystic realms you could find adventures and strange sights never before seen by human eyes, like a cheap can of coke from an ice cream van or a definition for that bit at the back of your knee.



Attempting to find a fish and chip shop, Indy found himself wandering onto the docks. He found no fish and chip shops, but did meet some interesting sailors.

Indiana Jones of course, thrives on such strange and other-worldly things. He's made a living from nipping off to Egypt and Tooting and uncovering the Holy Grail, the Ark Of The Covenant and some cunning additions to his snake collection. One place he never travelled to was the land of Atlantis, that submerged city where man had harnessed nature itself to live on, when volcanoes threatened its very existence. Thanks to those lovely Lucasfilm peeps, we can now ruin that ancient land of Atlantis as Indy goes bravely downwards in the Speccy version of the game.

As this is the action game, there are loads of isometric puzzles to solve. Problems within the game are solved by moving either Indy or his girly Sophia Hapgood about the game-world. These problems range from getting hold of some dosh to fighting the dreaded Nazis. The overall idea of the game is to get both Indy and Sophia through the nine game locations and off Atlantis before it explodes and disappears forever beneath the sea.



In an effort to avert suspicion when approached by a Nazi in the Casino, Indy improvised a jaunty tap-dance.

Indy's journey starts off in a casino. Here he's got to win himself some dosh by working out a way to cheat the tables. Having done that he can travel through the naval base, the docks, the submarine, the four islands and finally Atlantis itself.

THE HOT PLOT

I find it very hard to believe that you lot don't know what this game's about but, for those of you who like a nice story, here's something for you to read before you go to bed. I went and had a little chat with the programmer, John Court, and here's what he had to say...

YS: *Is this a 'once upon a time' thing then?*
John: I suppose it is. Shall I start or will you?
YS: *You can.*



John: Okay, once upon a time when the world wasn't as full as it is these days, there was a place called Atlantis and it, erm, disappeared. And, that's all I know about that bit.
YS: *Atlantis disappeared beneath the waves and people have been searching for it ever since cos it's full of treasure. That's all people really need to know, let's go to 1938.*
John: Ah, I know it all from here. It's 1938 and Indiana Jones, a young archaelogist, finds a small minotaur and a bead. At first he doesn't think this is too important, but then someone steals it. As the thief runs away he drops some papers which show that he's working for the Nazis and a magazine article all about Atlantis. The article contains a picture of Indy's old colleague Sophia Hapgood.
YS: *Is she the love interest?*
John: If this was a film she would be, but as it is she's just a friend.
YS: *Of course! So, who's nicked Indy's minotaur and mysterious bead?*
John: Ah, the thief is a top Nazi agent called Kerner. He's working under orders from Dr Hans Ubermann.
YS: *Why?*
John: I'm just coming to that. Ubermann is trying to build a nuclear bomb and he's discovered that the bead and the statue have amazing powers. They can eat their way through desks!



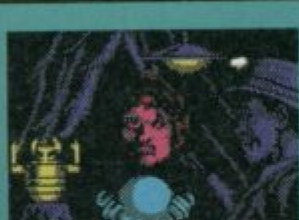
YS: *How?*
John: Well I'm not sure. But I do know that they're just what Ubermann needs to help him build his bomb.
YS: *Oh dear, so the sooner Indy and Sophia find out about this, the better.*
John: You got it, they have to follow all manner of cryptic clues which takes them all over the world. It's not until they get to Monte Carlo that things really start happening. And I'm not going to tell you anymore cos this is where you should start finding stuff out for yourself. Good luck and toodle pip.



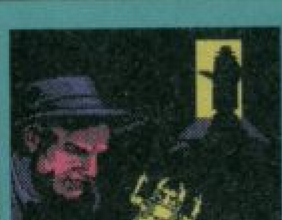
YS: *Oh, is that it? How about coming out for a prawn salad sandwich and a diet coke?*
John: No, I've got to rush. I left the teatowels boiling on the stove.



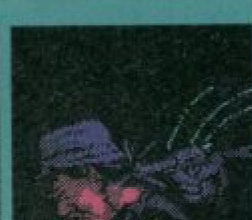
The story so far. Indy is visiting...



...Madam Sophia, mystic gypsy queen of Luton.



Suddenly Indy spots a strange biscuit barrel.



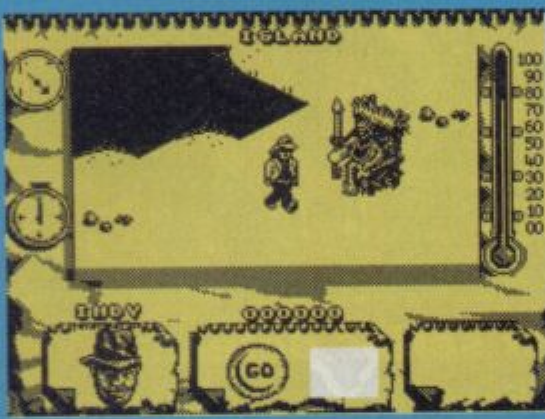
His investigation is curtailed...



...by a heavily-accented intruder.



He escapes with the biscuit barrel while Indy falls asleep.



At last - the island of Atlantis! Indy's exuberant shout died in his throat as he was attacked by a heavily-armed man and a large wooden chair.

Is that all there is to it?

Ha! Ha! No, it's not, fighting for instance isn't a case of simply waggling your joystick and hoping for the best. For starters there are loads of different ways of fighting; you'll have to use fists, feet, the whip, a pistol and knives en route to the Nazi's defeat. You see the whole game is crawling with Germans and you're going to have to let your fists do the talking if your Kraut accent fails you.



At certain points in the game Indy or Sophia might have the misfortune of being captured by the Germans. If this happens you have to track them down and mount a rescue opertaion. This whole process is greatly helped by the inclusion of a compass. This highlights one of the best aspects of the game; namely the fact that you can't die, merely get captured. It makes moving around a lot more fun.

The cartoony feel to the graphics in *Indy* don't work too brilliantly in mono, but the animation is excellent. It does get tricky at certain points in the game to see what exactly you're up to, especially if you're playing the game on a Speccy plugged into a fuzzy televison.

When you consider that this game was actually designed on a PC to run in 13 times the memory you realise what a job the guys were up against. As it stands (and as chocka as the game is), this is a fairly standard isometric 3D explore-'em-up. There are annoying glitches like the way Nazis appear from nowhere and pummel you to death that make the game a lot harder than it should be. These glitches have knocked it down from Megagame status, which is a bit of a shame considering how big a licence it is.

BETTER THE LEVEL YOU KNOW!

Casino: play roulette, barter for trinkets and weapons, collect food, maps and tools, beat up Nazis, find an escape exit and explore the basement, ground and upper floors.

Naval base: evade the search lights and get both Indy and Sophia inside. Explore the huts, beat up Nazis and engineers, collect bullets, knives, chocolate, clues and orichalcum nuggets. Find the secret entrance into the submarine pit.



Submarine

Dock: get both Indy and Sophia on board the submarine before the Nazis find you. You're up against the clock.

Submarine: get into the sub, fend off the Nazis, find the periscope to steer the sub and explore the rest of the craft. Confront a particularly nasty Nazi in his evil laboratory.

The Islands: explore, fight and collect. Discover how to get into the secret cave.

Atlantis: phew! Collect food and Orichalcum, scrap the hordes of Nazis, work out how to work the Atlantean machines, start the destruction of Atlantis, and finally, leg it the hell out of there.

BLIM!

The mystic isle of Atlantis is reckoned to be on the exact opposite side of the globe to us. When it disappeared from sight our very own beloved Britain was pushed up out of the sea where it had been sulking for a million years with a small vanity case full of comics and peanut butter sandwiches. We owe our very existance to those funky, nutty Atlanteans. Let's hear it for them!

funny PhRaSES

Can you direct me to the nearest ant colony.

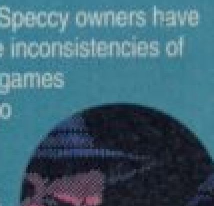


Indy was strolling quietly around the submarine when suddenly he came face to face with a Nazi officer. Indy grinned. The officer hit him. "Nazis!" said Indy. "I hate those guys." The officer hit him again.

It's not so much that the game is unoriginal, if games were downmarked for that nothing would ever get over 30°. No, the point is that while the programmers have tried really hard to cram the game chock full of goodies to be discovered and Nazis to be shot, they forgot to tweak the gameplay.

This is one of those games in which you tend to unwittingly walk into your death. Your character fills a good portion of the already reduced playing screen, which means that when you do come across Herr Nazi, you have to have the reactions of a leopard on steroids. What's more, these Nazis are obviously specially trained elite soldiers, cos they don't have to hit you much before you're captured.

Something tells me that all you Speccy owners have learnt to work your way around the inconsistencies of games; there are so many flawed games out there. *Indy 4* is full of puzzles to solve and levels to crack, but unfortunately death (just like in real life) comes too easily. There's lots of *Indy 4*, but my temper couldn't take the punishment.



FINAL VERDICT

LIFE EXPECTANCY 65°	ADDICTIVENESS 70°
GRAPHICS 93°	INSTANT APPEAL 80°

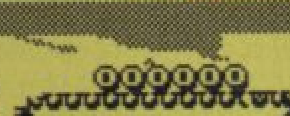
DIAGNOSIS

Shame really, this could have been a stonking Megagame.

75°



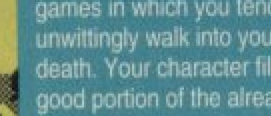
Meanwhile, in sunny Neasden...



...Professor Bop buys the biscuit barrel...



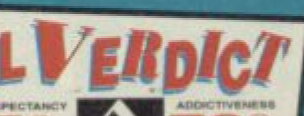
...as a handy place store his marbles.



Disaster strikes! Bop loses his prize 49er.



Back in Luton, Indy asks Sophia to the pictures.



What will they go to see? To be continued...

WHERE ARE THEY NOW?

Hurrah! It's the latest in a none too regular series detailing the later lives of all of yesterdays heros.

Head Over Heels

The most famous double-act on the Speccy, Barnaby Head and Edwin Heels first came to the world's attention when they overthrew the reign of the evil Blacktooth Empire. Adulation and money followed, and for the next few months the duo toured the lucrative chat-show circuit. Alas, no-one could have foreseen the tragedy that was to strike during the taping of David Babbington-Babbington-Babbington's number one rated show "Talky Time." Heels suddenly announced that he was fed up with being the underdog, and demanded that the team be renamed "Heels Over Head." A violent argument ensued, and by the commercial break it was clear that Head and Heels were finished. Head retired to Stockport in order to write his memoirs, the bestselling "Honk my Doughnuts." Heels, in an attempt to recapture his earlier success, tried working with several partners over the next few years, including Harry Ankle, Reginald Duodenum and Marcie Thewhitecliffsofdover. Sadly, naught came of this comeback venture, and Heels disappeared into obscurity. Happily, seven years later the two heroes were reunited in a bijou restaurant in Smethwick. All was forgiven, and they went on to win a new generation of fans as "Head, Also Starring In a Supporting Role, Heels."



With the last pouffe in place, the inner sanctum was finally ready for Head's Bay City Roller scarf and peanut brittle collection.

Inspector Flukeit

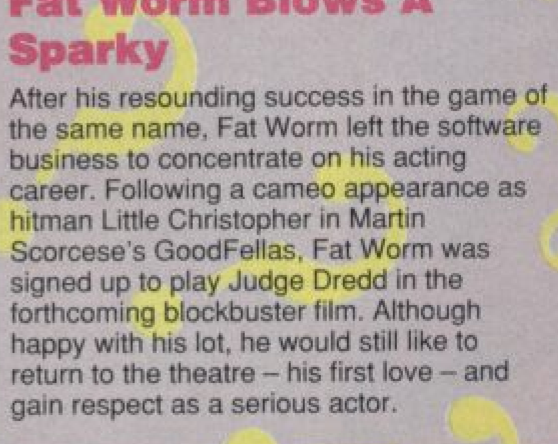
Frank Flukeit, ace detective, appeared alongside his stunningly inept sidekick Jerome Blunders in *The Kidnapping of Professor Mundle* and *The Great Peepingham Train Robbery*. Solving both crimes, he received a really nice write-up in the Bobbingham Chronicle. Spurred on by this, Frank quit the detective business and started writing a three-panel gag strip for the newspaper. "The Amazing Frank" followed the questionable adventures of a brilliant detective named Frank, and ran for two days before Flukeit was beaten to death by the lovely old granny that nobody suspected. Blunders, meanwhile, made some wise speculations on the stock market and became a billionaire.



"Whistler and Cheggy were the two foremost meteoroigists of their time," remarked Flukeit. "Dashed amazing, old boy," gasped Blunders.

Fat Worm Blows A Sparky

After his resounding success in the game of the same name, Fat Worm left the software business to concentrate on his acting career. Following a cameo appearance as hitman Little Christopher in Martin Scorcese's GoodFellas, Fat Worm was signed up to play Judge Dredd in the forthcoming blockbuster film. Although happy with his lot, he would still like to return to the theatre – his first love – and gain respect as a serious actor.



See that fat worm? That's you, that is. And see that nasty blob at the bottom of the screen? That's your best friend, that is.

Jack the Nipper

Alias, Jack the Kneecap Surgeon. This fiend disguised himself as a brat and terrorised neighbourhoods for three years. He was grassed on in 1990 and is serving eight to ten people an hour in the Hollingsbrook Institute for the Terminally Stupid where he is currently detained. Jack was unavailable for comment at the time of this article, though he has promised to kneecap us if we write about him. Oh well.

Orbix the Terrorball

Originally hailing from Romford, Orbix was an inter-galactic trouble shooting spheroid. He shot to fame after he successfully located some stranded astronauts on the planet Horca and single-handedly rebuilt their crippled spacecraft with nothing but a Halfords 50-in-1 socket set and some particularly fine Brie.

After his attack on Sofa-world Xii, Orbix was taken on full time by the Hard 'n' Lardy Planet Destruction Agency. His job involved travelling all over the universe, searching for likely looking picnic sites. If he located one he'd destroy all the indigenous life and signal HQ. However, four years later Orbix was suddenly stricken with guilt over his unfriendly actions to galactic lifeforms and he has since become an Eco-terrorist, travelling under the name of The Ferret. He is currently wanted by 14 federal systems and Ealing library who say his book on Brass Rubbing is overdue.

Bomb Jack

Quite possibly the most nondescript superhero to ever ladder a pair of tights, Bombie (as his friends called him) battled bombs, fruit and veg in the games Bomb Jack and (witty title) Bomb Jack II. He was a popular chap, often speaking at schools about the perils of vitamin C deprivation and giving a slideshow on how to tackle a raspberry/bomb combo.

When Bombie tired of the gruelling media circuit, he bought a series of platforms in Surrey and retired to tend his bushes. He was surprised to hear from us, having been out of the public eye for so long, and revealed that his biography was nearing completion. It will be called *Yin and Yang the Platform Thang: My life's been one big leap*, and will be released early next year from Fodder and Roundone Publishers.

Tune in next month to find out who killed Cock Robin and what exactly Rolf Harris did during the wilderness years.

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Atlantis. The very word conjures up images of mystery. Sunken cities, missing civilizations, Patrick Duffy's haircut – all things beyond mortal comprehension. Spook, eh?

Well, enough of this idle banter and on with the review. It seems that the fabled city of Atlantis is being used as a base by some nasty ol' aliens. Cunning bounders that they are, they've secreted their spaceship, HQ and in fact the whole sunken city TARDIS-like within a wrecked sailing ship. (Look, it's a Spanish game okay?) The Earth defence council are having none of this, so they call on their best agent to destroy the HQ and save the world. Unfortunately she gets eaten by a squid, so they have to send you instead.

There are three parts to *Rescue From Atlantis*. In the first you whizz around the scrolling seascape in your electric bathysphere, occasionally nipping outside to squeeze down a suspicious tunnel. The idea is to find something large and pointy in order to help you bash a hole in the ship's keel, thus skipping inside the aliens' HQ. Having done a bit of aquatic breaking and entering, you go on to Level Two. Here, you have to explore the sunken city, eventually coming face to face with a top alien bod. Zap him, and you can get into the alien ship on Level Three. This is a state-of-the-art, beautifully designed interstellar cruiser which you have to utterly destroy. There are loads of computery bits to blow up, shiny robots to avoid and vital equipment to boot repeatedly. Finally, you have to make a run for it before the star cruiser explodes gratuitously. Another mission complete. Hurrah!

Glub glub

I have to admit at this point that, no matter how hard I tried, I couldn't get past Level One. This plays like a cross between the classic *Scuba Dive* and Ultimate's ancient hit *Cyberun* – which is no bad thing. It's fast and tricky, with a huge playing area. There's plenty to do, what with the belligerent undersea wildlife, a bathysphere with leaky fuel tanks and a diving suit with dodgy oxygen cylinders. Also, you can only carry three objects at a time, with the bathysphere able to hold nine. This leads to a lot of juggling of objects as you try to fathom the best combination of doo-dahs to go a-jogging around with. Do you take the jet pack and the laser pistol? What if you come across two vital objects? What do you leave behind? And just where *did* you leave that blimmin' bathysphere? Good stuff indeed.

Alas, there are problems. Most seriously, the odds are stacked against you far too heavily. The nasties appear at random and skitter along unpredictably, meaning that it's extremely tricky to get them in your line of fire.

The energy system doesn't help either – you bob along, ignoring all and sundry until suddenly you're dead. Panic not though, for *Atlantis* is jolly good fun. The objects you need are scattered far and wide, and there's plenty of head-scratching to be done in between the shooty bits. It's just that the gameplay is unnecessarily frustrating. Just as think you're getting somewhere, you run out of power. As an overall/to sum up/at the end of the day kind of comment, I'd say that the game is best suited to quick-fingered shoot-'em-up fans with a special fondness for cartography. ✪



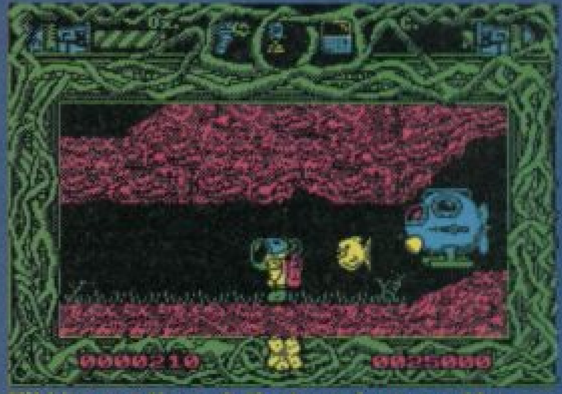
(Let's spell out the rules. No gags about "Yellow Submarines." No gags about "Going Underground." And no fish jokes. Ed.) Um...



Norman drifted to a halt and took stock of his situation. Meanwhile, Sidney the angler fish grinned out at the audience.



Fisherman Finnigan was a reclusive sort of chap. Nobody had seen him catch anything larger than a guppy, so it came as a surprise to the townsfolk when he landed a galleon.



Nibbles ran through the tunnel, pursued by Yetta, who in turn was chased by Fat Ned. How they all laughed about it later over tea.

Beat It!

SAVE FUEL THE YS WAY

Instead of powering along the sea bed, just land your bathysphere on the side of a hill and let it slide down. Ta-daa!

BLIM!

The world's smallest submarine was "The Incredibly Little Midget," built by the Lomax Brothers for the US Government during World War II. Although completed, it was never used. Nobody knows why.

GO FISHING THE YS WAY!

1. **Look the part.** Make sure you have (a) the long rubber wellies, (b) a green plastic jacket and (c) a felt hat with an unidentifiable feather in it.
2. **Don't waste money buying a fishing rod.** A perfectly serviceable rod can be obtained by using a tree branch and several pieces of string. Simply knot the string together, tie it to the branch, and attach a bent pin to the end of the string. Then lie in wait for a professionally-kitted fisherman to pass. Jump out and block his path, then say, "Give me your fishing rod or I will hit you with this bent pin attached to a tree branch with knotted string."
3. **Pick your spot well.** The best spot on a riverbank is that really nice one in the shade of a big oak tree. There is no best spot on a motorway. If you want to go fishing, you should not be standing on a motorway.
4. **Learn to cast.** The best way to do this is to join an amateur theatre group, and specialise.
5. **Respect the fish.** Remove the hook from your rod, cast your line and see if you can catch the fish by telling them exciting stories about the big city. You will not succeed, but will feel happy with yourself in the morning.

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LIFE EXPECTANCY 70°	ADDICTIVENESS 64°
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DIAGNOSIS
Fairly good. Quite hard. Um, okay I suppose.

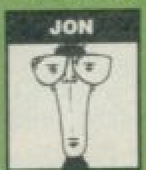
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ASTROBALL

BLIM!

The biggest ball in the world was made by five year old Lisa Boof of Coxton. It was constructed entirely from elastic bands. Lisa took three years and six million 'laccy bands to make the ball. Nobody knows why.

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Up in the atmosphere, up where the air is clear, some loon has hidden a cache of coins. These valuable artefacts, the last remnants of the Mysterious People of Poam, have been salted away on a series of very thin clouds. The Elders of Poam, wise and bearded as they were, did this strange thing to protect their funds against inflation and burglars. "Tis only sensible," they intoned, and the people agreed. Just to make sure the vast wealth of Poam was completely safe, the Elders spiked some clouds with razor-edged diamonds, and electrified the ground. A clever plan indeed, and one that would have almost certainly guaranteed the fiscal security of Poam had the entire population not been squashed by a sudden and notably implausible rain of Steinway pianos. This strange tragedy has left the coins relatively unguarded and, as a money-mad lady Astroball, you're out to snaffle that cash.

YS MEGAGAME



Um, here are some platforms and a couple of razor diamonds. Oh, and Astroball of course. (Trust me, it's a really good game. Honestly.)

Astroball is as simple as simple can be. There are 12 levels, and on each one it's just a case of travelling upwards, bouncing from cloud to cloud and picking up the coins as you go. The razor diamonds scattered around won't prove to be too much of a prob. In fact, you'll find that your greatest enemy in this game is... yourself. Yikes! Luckily, this is less to do with any deep-seated psychological problems than with the ball you control. Y'see, whether she's bouncing quietly on the spot, hurtling around madly or plummetting depressingly to the ground, the greedy globe is entirely under your command. It's a bit like most of the platform games around at the moment – once you jump into the air, you can move your character around as freely as if she were still on the ground. You know what I mean. Yes you do. Anyway. A jiggle of the joystick, and the sphere jinks expertly out of trouble. Hurrah! Another jiggle and the sphere crashes into the electrified floor. Curses. Coupled with the whizzily scrolling playing area – you're often leaping through space without quite being sure just where the cloud platforms are – this game's guaranteed to get your pulse a-thumping.

Bouncy bouncy

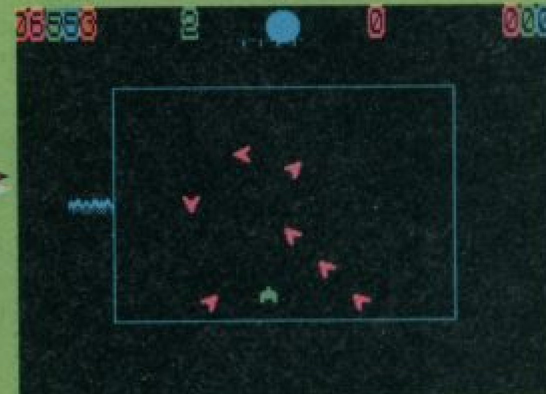
The graphics are perfect. Well, for the game at least. They're extremely fast and nicely-coloured, with well-defined lines and a thankfully uncluttered design. The parallax starfield in the background is more than a pretty effect – when you're wibbling around in mid-air, it's vital to know just where you're headed. In short, with *Astroball* you always know exactly what's going on. Hurrah!

The gameplay is so addictive it's unhealthy. As you're completely responsible for getting that blimmin' ball blown up, you become determined to get her to the finish line. The plethora of power-ups help things a little – an invincibility pill always comes in handy, as my dear old great-aunt used to say. On the other hand, the game throws in a few sneaky bits, such as only showing the level map at the beginning of each game and mixing disappearing clouds in among the normal ones. Tsk. These little extras serve to perk up the already sweaty-palmed action in no uncertain terms. As you can't actually get zapped unless you fall onto a diamond or the electric floor, you can get all the way to the top, mess up the final jump and – after screaming and waggling the joystick all over the place in an effort to get the ball to land on a passing cloud – have to start all over again. (Heh heh heh.) Irresistible!

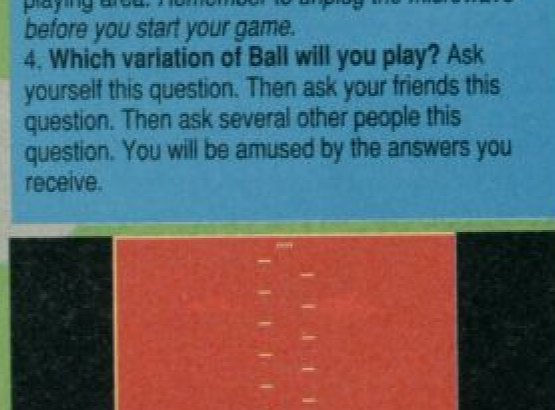
To sum up for those of you who haven't quite figured it out yet, *Astroball* is an ace game. It's smart,maddening, playable, addictive and big. The whole thing's been put together with loving care and a spot-on attention to detail. Ripping stuff.

PLAY BALL THE YS WAY!

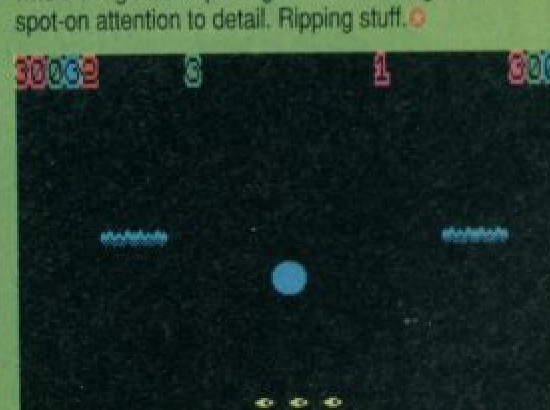
1. **Find a ball.** These are easily recognised by the fact that they are completely round. Technically, they are known as spheres. You may remember the term from geometry, but that's not important right now.
2. **Find a playing area.** Sadly, nowadays there are few places for Spec-chums to enjoy a rousing game of Ball. Perhaps one of your friends has a large back garden or owns a landscaped park. Alternatively, an ordinary household kitchen makes an excellent playing area. *Remember to unplug the microwave before you start your game.*
4. **Which variation of Ball will you play?** Ask yourself this question. Then ask your friends this question. Then ask several other people this question. You will be amused by the answers you receive.



A-ha! This bit occurs when you finish a level. It's a mini version of *Galaxians*. It doesn't feature any platforms. Nor any balls. It has some aliens though.



The map for Level Two. There are some platforms to leap about on, and some coins to collect. Fun, eh? Well, yes it is actually.



(Oh no. Oh no. Oh no. Right. Calm down. Get a grip.) Um, here's another *Astroball* screenshot. It has some platforms in it. And a ball. (Damn.)

funny Phrases

He always had a home for a wayward sailor.

FINAL VERDICT

LIFE EXPECTANCY 90°	ADDICTIVENESS 94°
GRAPHICS 60°	INSTANT APPEAL 70°

DIAGNOSIS

Sheer, unadulterated fun. Buy this game extremely quickly.

90°

FIREMAN SAM

Alternative/£3.99 cassette

☎ 0977 795544



JON

There was a fascinating discussion about Fireman Sam in the YS office not too long ago. Hutch was debating whether the words "Fireman Sam" would fit the theme tune to Postman Pat, and was prepared to back up his theory with considered argument and singing. Needless to say, much hilarity ensued.

All of this is completely irrelevant to the game, which finds you in the driving seat of a shiny red fire engine,



The big red fire engine puttered through the streets. "Peep peep," said the big red fire engine. "Houpla, I am so happy."



hurling round the streets of, um, Whateverville. (I have to admit at this point that I haven't got any instructions, so don't know anything at all about the background to the show.) The inhabitants of Sorrynotacluetown are a forgetful bunch, and are forever leaving their personal effects somewhere in the maze of streets. In between dealing with major conflagrations and rescuing loud children with their heads stuck in railings, Sam has to chase up and recover all the lost objects. With little more than his fabulous driving skills and innate sense of direction, he's the only person who can save the day. Hurrah, eh?

Head in the rails

Fireman Sam is a rather nifty little game, combining a fun driving bit with joystick-waggling sub-games where you pump water to put out a fire, or lever railings apart so Naughty Norman can get his head free. The lost objects are randomly placed and, with no road marking or street names, the game does a pretty good job of exercising your memory.



The graphics are clear and boldly coloured, and there's a fair bit of fun to be had whizzing around Blimeywhatisitcalledville, righting wrongs and generally doing good. Sadly though, the game has a few probs. The control



Edwin and Turk were the red-hot pavement artists of the moment. Edwin would draw the pictures, while Turk sprayed water elsewhere.

method is tricky to say the least, and you'll often find yourself driving down the wrong road backwards. Strangely, the game doesn't penalise you for doing it! In addition to this, the waggler sub-games seem a mite hard, especially when you consider the age-group the game's aimed at. Overall, I'd say that *Fireman Sam* is a worthwhile buy for the teenies in your life. It's fast and frantic, and very playable in the short term. In fact, not bad at all.



FINAL VERDICT

LIFE EXPECTANCY 64°	ADDICTIVENESS 76°
GRAPHICS 68°	INSTANT APPEAL 72°

DIAGNOSIS

Good fun for the younger Spec-chum. I'd question the lasting appeal though.

70°

SHOE PEOPLE



Ladeez and gennelmen, for my next trick I will eat a rubber tyre to the sound of The Flight Of The Bumble Bee. Silence please!

Gremlin/£10.99 cassette/£15.99 disk

☎ 0742 753423



LINDA

I love shoes dearly, so much so that I own about ten pairs that I've never worn. I just put them away in my wardrobe and completely forget about them. I might take more notice of them if they spoke and did sums. Which, as it happens, is what the Shoe People are dead good at.

The Shoe People is Gremlin's first release on First Class, their new educational label which is aimed at four to six year olds. And it's a bit of a beauty. There are six separate programs here, and each one has two or more sub-sections. The programs are fun and colourful, yet incredibly educational as each one fits in with National Curriculum guidelines. Let's take a look at the games...

Trampy Visits His Friends

Trampy comes across loads of strange things lying in the road. At the easiest level children have to match the first letter of the object with one of the letters at the bottom of the screen. At the hardest level, the word appears on screen for a few seconds and then disappears and the child then has to spell the word.

Sgt Major Sorts It Out

Naughty Baby Bootee has messed up Sgt Major's shelf. His coloured shapes are scattered all over the floor and the child has to tell Sgt Major where to put the shapes. The idea is to have all one shape on one shelf and all of another on another shelf.

The Great Alphabet Robbery

There's a nasty thief trying to steal the alphabet, to help PC Boot the child has to work out what letters the words begin with and, on later levels, unscramble simple anagrams.

Wellington Goes To The Park

On one end of the see saw there are a number of blocks. Count the blocks and choose the right number to balance the two ends of the see-saw. At the more difficult level, the child has to add up the values of two dice and balance the see-saw with the right number. Get it right and Wellington jumps in a puddle.

Charlie's Big Day

Charlie has a whole caboodle of tricks and the child has to remember what order he does his tricks in and, on the later levels, follow the pattern and predict what trick comes next. Each time the child gets it right, Charlie will add another trick.



Stop! I'm sorry sir, but there's no admittance beyond this point. Turn back please, or I shall be forced to bring in the yellow duck.

Margot's Magic Colouring Book

There are two options here – drawing or colouring in. On the latter, there's a choice of pictures and using the menu bar at the side the child can colour them in. Using the drawing book all manner of patterns, doodles and complete messes can now be transported onto the TV screen.

Now I'm quite a lot older than six, but even I had fun with these programs – especially the drawing one. I've been laughed out of the office for my lush and gorge designs, but hey! I think they're ace. Mind you, I did get a bit lost whenever Charlie did more than four tricks. For the recommended age group, *The Shoe People* really will make letters and numbers seem like a good way of passing the time. Strange but true!

FINAL VERDICT

LIFE EXPECTANCY 84°	ADDICTIVENESS 79°
GRAPHICS 82°	INSTANT APPEAL 82°

DIAGNOSIS

A big bundle of spanky educational software with a thick coating of cuddly fun.

85°

Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

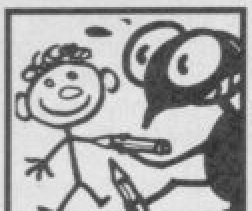
Star Letter winners recieve three free games! All letters win a YS badge!



Where will it all end. This month we're being bitterly attacked for the use of the word green! We've also chanced upon quite probably the crappiest poet ever, and some poor deluded chap who'd like to enter the field of computer journalism. You see, as we're all card carrying NUJ members in the shed, it's our duty to tell it to you like it is.

We bring brilliant news about the Support Our Speccy campaign and Soya Pico too. It's all just too much...

DOODLEBUGS



He's a lovable little rogue and he's completely taken over the entire Doodlebugs section this month. Step forward Ian Hewett, you impressed Andy O so much that he sharpened his best crayon and tried in vain to emulate you. Oh well, on with the show...



POET FLAWREATE

Now I am a computer, the latest ultra design.
The world I know and occupy is unchallengably mine.
I stand unique with allegiance to neither kith or kin.
My capacity expands and adjusts to every whim.

I am lord and master to all I potentially survey,
No power on this or any other earth can turn me away.
At last I've matured to my electronic and ultimate state,
It may take me a century to produce myself a mate.

But ultimately my reflection will slowly but surely arrive,
And we will cooperate with all our power and drive
To create an offspring with such power and brain
That the whole universe will respond the the king in his domain.

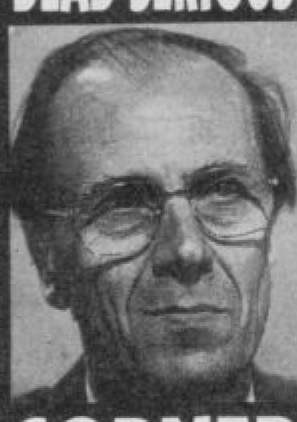
Tom Hill – local poet age 81 years
Mid Glamorgan

I'm not quite sure what the underlying message of your poem is. I mean, you say you're a computer and that no power can stop you, but you also say that you're lord and master of all you 'potentially' survey. Surely that means that you haven't got it and therefore aren't as hard as you make out. You also say that it's going to take you a century to make yourself a 'mate'. Not exactly state of the art then are you. I don't think that the universe will respond to you Tom. In fact they're more likely to ask if you've got the strange code letters 'Nintendo' etched onto your keyboard. **Ed.**

DREADED LURGY

I would like to complain about the use of colour in your magazine. Only last month you used green, I mean, GREEN, we are talking a major dissapointment, you slightly radioactive person. Let me explain, green is associated with gooseberries and they are associated with green which could be associated with war if you look at it through a perspex cube with an ultra violet light emitting object underneath.

NORMAN TEBBIT'S DEAD SERIOUS CORNER



JOB'S WORTH & CO

Just writing to have my say on your 'Support Our Speccy' campaign. Though I support you, being a spectrum owner for about ten years and a ZX81 owner before that, and a ZX80 owner before that (etc, etc), I must write in defence of games publishers.

I work as a computer graphic artist (recent games include *Rodand, Double Dragon 3, NARC, Saint Dragon, Super Seymour* and loads more), and I work primarily on the Spectrum, but although companies do produce some good Speccy games, sales do not warrant the expense of producing them. Sad but true. I myself will continue to work on the Spectrum if people ask me to, but like so many other people, I now work mainly on consoles (Gameboy etc) because that's where I think the market is.

The only way to get publishers to produce more games, is to buy the ones they have already released – there are many good ones around – find them!

Shaun McClure
Barnsley

True Shaun, very true. The reason that software houses have stopped producing games is that people aren't buying them. I mean, they're not stupid, if Spectrum owners were actually bothering to buy games and they were making money out of it, then they would carry on doing it 'til doomsday. As it is, they aren't making money from the Spectrum anymore and are turning to the dreaded consoles. One wonders though, whether they'd be that interested if cartridge software was as easy to pirate as tape software is. It's become more and more obvious that piracy is one of the greatest contributing factors to the death of any computer. One must assume that this has happened on our beloved Specccy. **Ed.**

Also yesterday I saw a sign saying 'SLOW'. I would like to explain to the readers at home that this is actually a very clever form of advertising that you thought up. The S L and O are all in the words 'Your Sinclair' amazing.

Matthew Tatem
Bath

Oh dear Matthew, it's rather sad isn't it? What's the colour green ever done to you? There are absolutely tons of wonderful green things like snot, lime flavour fruit-pops, snooker tables, slush-puppies, canal water, Bert the stick insect, the Incredible Hulk, Kermit in a blender, some lizards, slime, Swarfega and the Green Cross Code man. I say green's mean and long may it be a colour and a kind of stamp. **Ed.**

WHAT A MUG

Right, listen here bucks! I have been a reader of your humble magazine for years and this is the first time I have had to complain. Y'see, I (and many others) think that it's about time that you brought back all of the YS memorobillia such as mugs and T-shirts. So do it and that's an order. Please print this letter or I'll tell Matt Bielby.

James 'Death Angel' Pearson
Mitcham

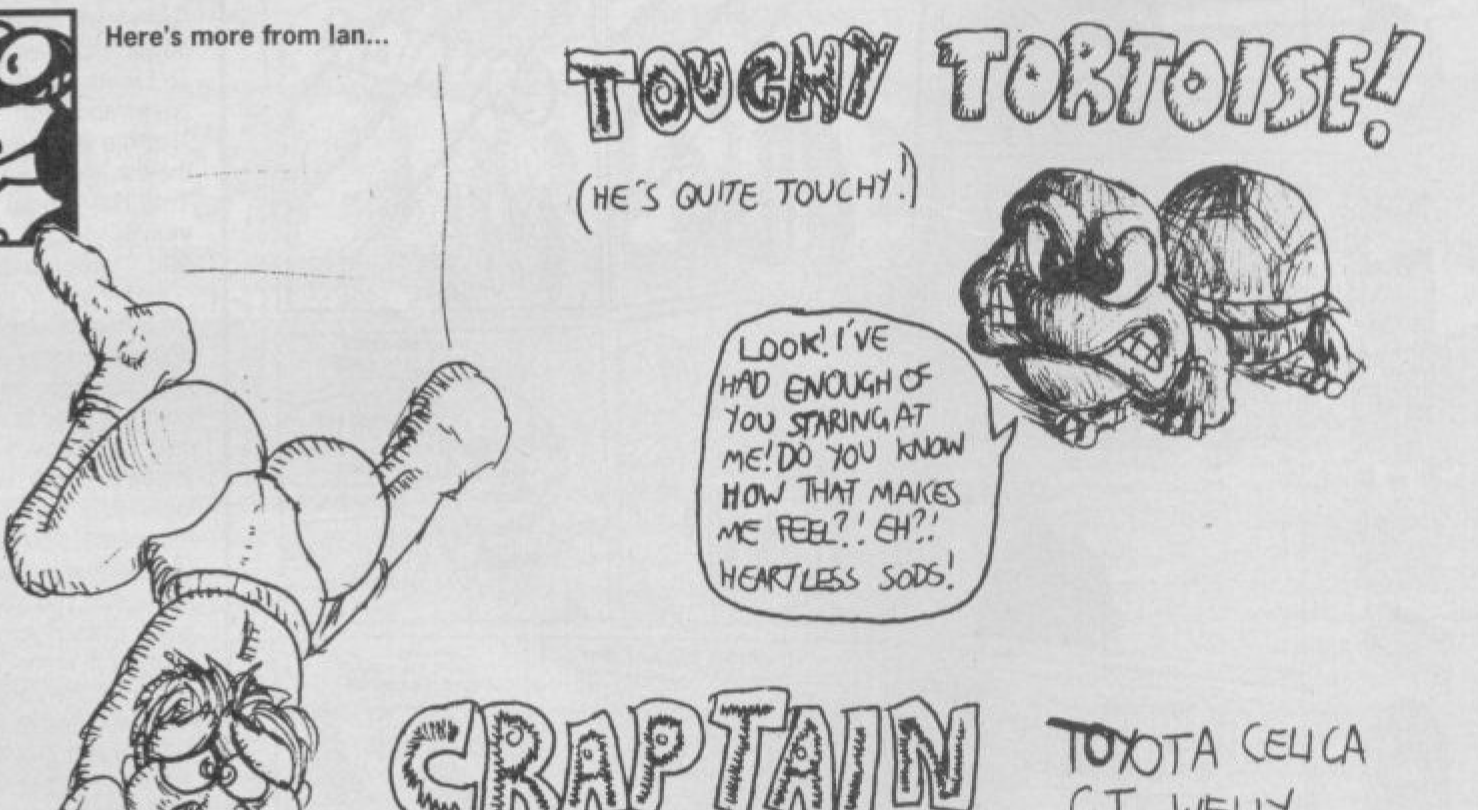
We don't sell any of that gear anymore because no-one was buying it. We had a warehouse heaving with all sorts of goodies, just waiting to be parcelled off to a nice Speccy home, but none of you wanted it. Therefore we've flogged the load off in job-lots to this barrow boy I know down Petticoat Lane. He reckons that the foreign tourists who frequent that particular street market would love the gear. So there you go. Oh yes, and you can tell Matt Bielby what you like, because he's a big softy who gets beaten up regularly by Brownies. **Ed.**

WANNABE

I am a fifteen year old student and I am inquiring into the career of being a computer journalist and it would be great for me if you could answer a

DOODLEBUGS

Here's more from Ian...



few questions.
1. What personal qualities are needed to be a journalist?
2. How many hours do you work?
3. What are the good and bad points of being a journalist?
4. Do you have any other relevant information?
5. How long you are required to train for?
6. What's the typical wage of a 16 year old, 18 year old, 25 year old, 40 year old?
Michael Wilde
Wigan

1. An enormous propensity for alcohol and junk food.
2. It varies enormously. Around deadline we work up to 12 hours a day, but for the first two weeks of an issue we go fishing and play the new Jesus and Mary Chain album a lot in the hope of annoying both Amstrad Action and Public Domain magazines which are just around the corner.
3. On the up side you get your name in print and are paid to play computer games. On the downside you don't get spotted in the street (unless you're Neil 'Rhino' West from Sega Power who appeared on Gamesmaster) and you get badgered by publishers who think that you're spending far too much money.
4. It's best to have a passport and to have been a member of the Puffin club for at least three years.
5. Sorry, what was that word 'train'. Everyone here came straight from a Future Publishing cloning laboratory near a pub called Hatchetts in Bath. We all just woke up one day in front of Macs and were ordered to write strange things.
6.You should be at school at 16, you should be heading off to college at 18, at 25 you get about 30 scheckels and a slice of bread and butter. We're not sure about journalists aged 40, we all assumed they died by the age of 30. **Ed.**

LETHAL WEAPON
Aaaaaarrrrrgggghhhhh.... Well now I've got that off my chest we can start. I have the same problem as Dominic Scarr (YS 74). I used the statistics, but got teased about the eight colours. If I were you, I'd take your Speccy into school and give them all a good cracking over the head.

Oh yes, I have translated Abdon Pipeline's (or whatever his name was) letter, it says "May you all burn in hell and have your eyeballs sucked out by the great slug of the north and then be stamped to death by your computer. Ha." Oh yes, I've got a joke too, What would Henry the Eighth be doing if he were alive today?
Scratching the lid of his coffin! (Ha! Ha! Ha!)
The Angel Of Death
Shrewsbury

Charming. Of course I could never advocate the use of violence against anyone so narrow minded that they'd slag someone else's computer off simply because it has fewer colours. Nope, I'd advocate mental torture. First of all, work out who the key trouble makers are. Once you've got a list, make your way along to the filing cabinet which your career's officer keeps. This will have career intentions for everyone in or above the third year at your school. All you have to do is alter the forms of the people on your list so that it shows them wanting to be either a systems analyst, a politician, a record shop sales assistant, a career's officer or a chiropodist.

This way they'll all be advised to follow these jobs and they'll spend the rest of their lives ruing the day when they claimed their 16-bit machine was better than your world class Speccy. Oh and one last thing, if any you actually are in one of the trades I've mentioned above, don't bother writing to me, you're far too sad to get your letter printed. **Ed.**

CRAP HITS?
I have a few suggestions to make:
1. You say Speccy publishers aren't making many new speccy games, so you can't have a very big mag, well how about making your reviews longer? I mean a page and a half for a new full price game isn't very much.
2. Why not make the reviews in Replay bigger as well?
3. Get rid of the crap problem page, you don't want to become like those pathetic girlie mags like Smash Hits or Just Seventeen.
4. What happened to the charts?
Matthew Howell
Morpeth

1. One and a half pages is more than ample for many Spectrum games. I mean come on, what do you want us to do? Waffle on inanely about the programmers? We write short concise reviews, because there's nothing more tedious than a waffley piece of writing which takes twenty minutes to get to its point, especially when most people only look at the final verdict anyway.
2. Because we've already reviewed them. That's why it's called Replay. Original budgets are now in the main section of the magazine, but re-releases are in Replay because you've already seen them once. Its purpose is to refresh your memory and give you a clear purchasing recommendation.
3. The vast majority of readers like the problem page, in fact we've had such a good response to this section of the magazine that we're going to expand it.
4. They weren't accurate and they weren't very informative so we dropped them. It's extremely unlikely that they'll return either. **Ed.**

FOR PSHAW, FOR PSHAW
What's this new word "pshaw"? I'm not sure if "pshaw" is pronounced "shaw" nor am I so sure that "pshaw" is pronounced "p-shaw". For sure "pshaw" is pronounced "shaw" but my chums say "pshaw" is pronounced "p-shaw". I'm sure that you're sure that "pshaw" is pronounced "shaw". Sure?
Try saying that three times fast!
Steven Checkley
Droitwich

Hmmm, I didn't realise that our wonderful YS vocabulary was confusing you all so much confusion. We're not really sure how you pronounce it ourselves, but a quick poll revealed that most people favoured the 'puh-sure' version. However, seeing as it was Jon Pillar's word in the first place I asked him. He reckoned that if you do ever manage to pronounce it correctly your ears will meet in the middle and a penguin called Puddles will join you in a game of tiddly-winks. So with Jon so obviously off his head we'll never know I guess. **Ed.**

GRUMBLIN 'BOUT GREMLIN
I'm writing to apologise and complain. In my last letter I had nothing but complaints abut the covertape and reading back over it it looks like I was a bit too strong. Sorry! Glad to see you're putting some decent games on the covertape now anyway.

My complaint has nothing to do

SMALL PRINT



I've got thirteen pots of rhubarb yoghurt balanced on my nose.
The Mad Loony Type Thing
Northampton
You should look where you're going. **Ed.**

It was just one of those occasions where you had to pull it as hard as you can and walk away slowly.
Theodore Sprockett
Nine Elms
So you're the one who stole my 18th century knockers? **Ed.**

I have big beautiful brown eyes like a bush baby's.
The Lightest Of The dark
Cheadle Hulme
I have beautiful greeny, browny, hazely, bluey eyes. I think. **Ed.**

SOYA PICO



So laid back that she owns three Ravi Shanker albums

Entertaining Femto's acquaintances is an expensive business and Soya isn't exactly well-endowed in the financial department. Her Blackcurrant Dazzle herbal tea is disappearing at an alarming rate and the biscuit tin is empty save for a few spinach cookies. Soya needs a regular income, she needs a job.

I'm a bit blue this month, Spec-chums. When I went to sign on last week I decided to go and talk to their careers person. He just told me to come back next week, like well-laid back. He didn't seem to understand that I was like, really desperate. I told him that as the flowers need rain to nourish their roots and the trees need the wind to ruffle their leaves – so I need a job. He thought I was like hassling him, and he told me to pull myself together.

I was so unvibed that I went to the herbal cafe and ordered a pot of Strawberry Fayre tea and a lentil flapjack. After a while I calmed down and started thinking about what sort of work I could do. When I was younger I wanted to be a tightrope walker, then I thought about being a primary school teacher. But it's just so difficult man, because schools are just like dictatorships, man. Children are not, like, second-class citizens and the sooner we realise this, the sooner we can all live in harmony.

Unfortunately, there aren't many progressive schools in Clapham. Dejected, I tramped home and found the following letter.

Dear Soya,
That Yogi mate of yours is a great bloke. We're going on a spiritual journey soon so can you please send me the following...
Five pairs of Levi 501s
Five pairs of those new trainers without laces
Six portable CD players
Three Barry Manilow albums
Thanks,
Femto

wit the mag itself, it's with Gremlin. Shame on them, why on earth are they pulling out of the speccy market? Are they pulling out of the other 8-bit markets as well, or just the Speccy one?

I can't see one reason why they decided to do this unthinkable thing. They've been making a great name for themselves in the Speccyverse, what with *GT Rally, Lotus, Hero Quest, Switchblade* and now the totally cool *Space Crusade*. I was shocked to read that *Space Crusade* was to be their last Speccy game. They can't be doing badly, *Hero Quest* was a total smash hit and *Space Crusade* is bound to be even bigger, judging by your demo.

I've written away to Gremlin quoting scores and remarks you made about their best games. I feel dead strongly on this subject and Gremlin were fast becoming one of my favourite software companies, next only to Ocean themselves. I'd organise a petition but I only have four mates who own Speccies. Maybe you could do something.

Well I must go, *Hero Quest* has just finished loading. Thanks for listening. Oh yes, and before I go, my pocket money has been docked because of school problems and I didn't want to miss Gremlin's last game. You couldn't, erm, send me a copy of *Space Crusade* could you?
Gavin Darcy
Dublin

Gremlin are slowly pulling out of the entire 8-bit market. They've all but left the Amstrad market, we're next and then there's the Commodore 64 which shows a bit more life than the Speccy.

Due to the response to our Support Our Speccy campaign, Gremlin have started having a couple of doubts about pulling out of the Speccy market altogether and provided there's a great enough response, they'll convert Nigel Mansell's Grånd Prix *to the Speccy. Can't say fairer than that can they?* **Ed.**

STARLETTER



TIE A YELLOW GIBBON
I've owned a Speccy for nine years and I've been reading your magazine for over five years now. I've seen a lot of changes since then, in the magazine and in the world of computing.

Although I don't buy full-price games much, I do follow the Speccy scene a lot and buy the re-releases when they come out. This is because the software house release their titles on budget after just a few months, so I agree with Malcolm Hope totally on all his points about computer software houses.

But this is not what I am worried about. I am concerned about the future of Your Sinclair. Surely if the full prices pull out (fnar fnar) compeletely, you will stop producing the magazine? I think you do great job and should keep the magazine going as long it is if possible.

I also think you should bring back Stuart Campbell to write some reviews for old classics using todays criteria for marking. As the things he wrote before were entertaining, but not always to my opinion.

After all that droning I'd just like to say that you are the best editor yet and that the magazines' recent additions are brilliant ideas and give the mag a lot more entertainment value. Right, well that just about sums up my letter and what I have to say.

Keep up the good work.
Anthony Ambridge
Grimsby

The reason software houses are re-releasing full-price games as budgets is that no-one's buying their products. They're trying to recuperate the development costs by getting it out in bulk on their budget labels. As to the future of this magazine, well as you can see we're experimenting with other subjects. We're going to stick with the Speccy as long as you lot do, but we're branching out into other areas, so that when the Speccy does breath its last we'll have something else to write about.

As to our boy Stuart, we're currently negotiating with him to do a new series. Unfortunately, since he found fame and fortune on Matt Bielby's Amiga Power, he's commanding whopping great fees and, as we're a little home grown effort, we're haggling. Hopefully you'll see a regular feature by him soon. **Ed.**

SPANNER ALERT!
I recently bought February's YS, with four free games on the cover. The games were *Marsport, Moonlight Madness, Wizards Lair* and *Ninja Hamster*. I only bought it for *Ninja Hamster*. When I took the games home, I found that the *Ninja Hamster* game was not on the tape. I'm astonished that the best Sinclair magazine going is not giving people their money's worth. I might as well switch to reading Sinclair User unless you send me the *Ninja Hamster* game.
D Meed
Morden

You really are a sad person indeed. Quite frankly this letter has got the Shed-crew completely baffled. You see, none of the games which you mention were on our Mag 7 covertape for February. In fact the full run-down for that month was SuperSprint, Double Dragon 3 *(demo),* Space 7, Pokerama, Road Runner *(demo),* Avalanche *(demo) and* 3D Lunattack. *If we turn to that other (ahem) magazine you mentioned, we find one of the games you mentioned, but not the other three.*

They must have put something funny in the water down Surrey way, because I know for a fact that they don't allow patients to play with sharp objects like pens. (Actually, I think he means the Feb 1991 issue. Linda) *Oh well, you're far too late then.* **Ed.**

TRAINSPOTTERS



NEVER STARTING PAGE
I wish to claim a Trainspotter as I spotted a mistake in issue 76. On page three it tells us that there's a review of *Never Ending Story 2*, but on page 18 there is no mention of it at all. It's just Where Are They Now?. Let me see you wriggle out of this one Ed.
Dean Herbert
Carlisle

Well it's just too obvious for words isn't it. The page in question was all part of a play on words designed to draw you to it. You fell brilliantly into our trap, so that while looking for Never Ending Story, *you got to page 18 and asked "Where is it now?" Next please.* **Ed.**

HALF TIME
On your review of *Bonanza Bros* you say, and I quote "The players don't have to stick together, but can wander off and do their own thang....." THANG? – What does that mean? Also, on your contents page you say that the *Splat!* review is on page 27, but only half of it is on that page. It actually starts on page 26. So, please send me a Trainspotter, cos I never win anything.
Alan McDonald
Cumberland

Come on, anyone with the slightest modicum of culture knows that thang is rock 'n' roll (hey!) terminology for thing. Hundreds of popsters have sung about shaking your thang, including the King himself – Elvis Presley. As to the Splat! review, who said we had to have all of it on one page, do you complain about contents when we say that letters is on page 21 and it continues onto 22,23 and 24. (And it was a preview, not a review. Linda) *Yeah! So no you don't. And the next please Linda.* **Ed.**

KIXX IN THE HEAD
Har Har! I got you this time! In your review of *Altered Beast* in isue 71, you said it was on the Kixx Label. It is in fact by the Hit Squad! So give me a Trainspotter please. Oh yes, and my mum accidently bought me a copy of SU and it has more mistakes in it than the Labour Party, so don't feel bad.
Mike Jenkins
Southampton

Technically speaking you're right, the game did come out on the Hit Squad label. However seeing as you managed to bring the subject of SU into the magazine, I'm withdrawing the offer of a Trainspotter. **Ed.**

I'LL HAVE AN E PLEASE ED
Une Trainspotter, s'il vous plait! In issue 76, on the bottom of page 11, in the middle of the 90 – 100 it says....
"Imagine a cross btween..." You missed out the blinkin' E!

Either that or you meant to put it in in shorthand, in which case you left out the apostrophe. STUMPED?
Richard Taylor
Wirral

Wrong on all counts. If you consult the Nordic Dictionary of Culture, you'll find that a Cross btween (n) is an early hut or house built from mud and wattle. Thus the sentence makes perfect sense. **Ed.**

SLOTS OF FUN

The Coin-Op

insert coins here

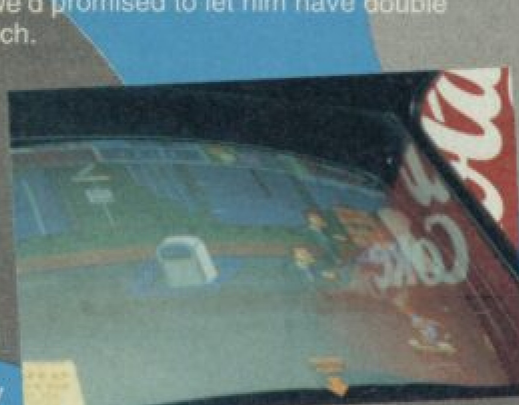
Life in the Shed was getting a bit cramped and hectic, Maryanne was trying to perfect her cartwheels and Andy O decided that the bike needed a good clean. These art people, eh? No consideration! The crushed editorial team just had to get out of the Shed, but where should they go? Sudddenly Linda had a most marvellous idea – why not go to the seaside? Hutch popped off to nick Jane the publisher's car and the team were ready to roll.

Postman Pat



The first stop was the pier, natch. Unfortunately it was shut and the tide was out. Afer buying some rock we'd more or less exhausted Weston-Super-Mare's possibilities. Time to check out the arcades. Although it shames us to say it, we didn't start off too well. Jon spent most of his ten pees on pinball machines, Linda spent about two quid on those those grab-a-toy things that never work and Hutch made a beeline for crap rides like this one. He only consented to have a go on the proper, grown-up games after we'd promised to let him have double helpings of chips for lunch.

The Simpsons



Linda spent most of her time hanging around coke machines, luckily this spanky little player was right next to the gut rot dispenser. (As you can probably tell from the reflection in the pic.) Hutch insisted that the idea was to play games, not gaze longingly at coke machines. Rather unwillingly, Linda became Marge and insisted on hitting everything that moved with her handbag, including Bart. Hutch slipped into the character of Bart with consumate ease and took to his skateboard like, erm, Hutch to a skateboard. Actually, Jon said he was Homer, but he wasn't anywhere to be seen on screen. Later, whilst eating a particularly large portion of chips, Jon insisted that there was a really good baseball game on the box and could we imagine Homer whacking people when he could be slobbing out at home. Hmmm.

Time Traveller



The whole team laughed themselves stupid at this hologram game. It's very hard to play a game when you're continually gaping and going "You what?" The idea is to flip between different time zones in order to complete the chain. Each zone has its own strange baddies to kill – Jon went for the neanderthal men in the Stone Age and Hutch shot all those drug dealers in 1998. There are also a couple of times that are completely unlike any that you'll come across in any history lesson. Linda went for the one with lots of old fairies and massive multi-coloured mushrooms, tres strange. This is one game that we don't really expect to see converted to our beloved Speccy, but go and play it anyway.

Winning Run



Having cut his teeth on the third lane of the A5, Hutch galloped over to this 3D driving game with a gleam in his eye. Slamming his polygon Formula 1 racer into gear he roared away from the pack and screamed round the first bend. Several turns and an underpass later, he was holding a comfortable lead. Then, disaster! He crashed into a barrier, and lost valuable time while trying to correct the spin. Calling on all his driving skill, he managed to pass the chequered flag a respectable fourth. Smugly, Hutch stepped aside to let Jon have a go. It was a particularly fine showing for our staff writer who at one point managed to get off the starting grid.

Virtuality



Yep, virtual reality machines have hit the arcades! For a quid a throw you can strap yourself into a chair, plonk the helmet on and look really stupid. Hutch had done this sort of thing before, he put the helmet on and was playing for nigh on an hour. Jon stood and counted 18 people sticking their tounges out at him.



Whilst playing, it's wise not to think about what you look like. Y'see, you automatically move your head around and, to anybody watching, this looks completely hysterical. You should have seen the crowd that gathered round Linda, later she wondered why people kept sniggering at her.

Golden Axe



Everyone piled onto this golden oldie beat-'em-up. Unfortunately it only allows for two players, so Jon opted to stand on the sidelines and shout helpful advice. An old lag at the game, he advised the other two that to beat the game, they needed to work as a team. Hutch's contribution was to shout mediaeval curses and hit Linda now and then, while Linda refused to kill the dragons that the baddies were riding cos they were too sweet. As a result, the game was extremely short, and our heroes were finished off by a gang of skeletons on Level Two. Nobody minded much though, cos it was time for lunch. Hey ho Mr Flipper, shake those milkshakes and batter that fish. We're on our way.

NEWS

Come on in and take a seat! Jon Pillar dishes out the news, reviews and other bits.

First off, a few more details about the forthcoming colour hardware board. You remember – the one that gives you 32,768 colours on screen at once. It's been christened *Kaleidoscope*, and at the time of writing is receiving the final tweaks before being let loose on a tremblingly excited Coupé world. It will initially be available as part of the £29.99 DIY *Hardware Development Kit*, but those of you who view soldering irons with dread will be pleased to hear that a stand-alone, ready assembled unit will be released at £39.99. Both versions should be out now, and I'll being taking a closer look at them next month. Probably.

Elsewhere in this page-packed issue, you'll find a preview of Revelation's first Speccy release, *Astroball*. The chaps at SAMCo's software arm liked the game so much, they commissioned an enhanced version for the Coupé. Programmer Balor Knight flexed his fingers, warmed up his disk drive and produced a playable SAM demo in six days flat. The full version is expected in the next month, and will cost £9.99.

On a more cereberal note, Revelation are also releasing *Little Genius 1*, a £9.99 compilation of four educational games on one disk. There's a graphics package where you construct screens from pre-defined objects rather than drawing them; *Maths Adventurer* where you're a questing knight who gets asked maths questions; *Money Machine* where Robby the Robot describes coins, and you have to identify them; and *Jumble*, where a word is scrambled and you have to re-arrange it. A worthy purchase, methinks.



Astroball leapt lithely into the air. Then he fell down. Then he jumped up again. This went on for several hours.

SAM NEWS

SAM PACK ONE

Revelation/£35.00
☎ 0792 700300

This compilation pack from SAMCo comes in an impressively large video case (a la *Sound Machine*) with a badly-photocopied inlay (a la *Sound Machine*). Hmmm. Opening it up reveals seven small blue disks, and a single sheet of paper. This holds the - ahem - perfunctory instructions for Star Atlas. The rest of the box is, well, a big box. Hmmm. Anyway - the disks. They're *Manic Miner*, *Batz 'n' Balls*, *Splat!*, *Vegetable Vacation*, *Star Atlas*, Void and the *Megadisk*. I've already reviewed the first three (they received 84 °, 77 ° and 68 ° respectively) which leaves lots of room to have a look at the others...

Vegetable Vacation

Silly as it may sound, this one's a flip-screen, platform arcade-adventure which has you playing a flying tomato attempting to go on holiday. Disaster strikes when you find your suitcase still unpacked, and so you have to nip around your extremely strange house, dodging baddies and gathering your belongings.

If nothing else, the programmers get full marks for plot originality. As a game though, *Veggie* leaves much to be desired. Yes, the graphics are well-drawn, smooth and bright. Okay, the soundtrack is bouncy. Fine, the control method is nicely different – as in the puzzle game *Hexagonia*, your character keeps moving until he hits a wall. The trouble is, the game just isn't there. Flitting around screens, learning the safe routes and searching out objects which will help you get to other objects hundreds of screens away – it quickly gets tremendously boring. Sorry chaps, but this game is a bit of a clunker.

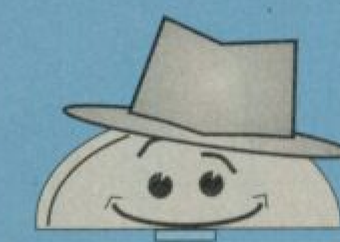
52°



Captain Bluey paused and raised an eyebrow. Philip laughed casually, matched the eyebrow and raised Bluey a clump of follicle



I'm sorry, but no amount of cajoling, encouragement or threatening behaviour is going to make me say, "Give the man a hand."



Megadisk

Another compilation, this time of puzzle games with an educational flavour. *Quix* and *Quix 2* have you matching shapes to form rows – quite playable, but easily forgettable. *Manic Mazes* is that old stalwart, the 3D maze game, and is just as addictive/pointlessly frustrating as all the rest. *Le Box* is a mini version of *Plotting* that's good for a few plays.



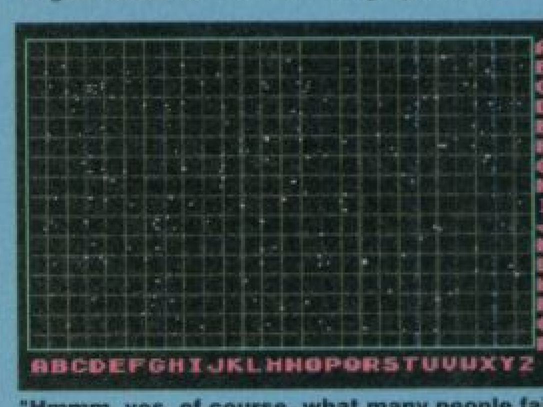
Harold and Tuber were great friends. All day long Harold would add up numbers while Tuber went to the library and rustled newspapers with obvious glee.

The surprise hit of the disk is *Math*, a fruit machine that spins numbers instead of symbols. You have to add up the numbers and type them in, all within a very tight time limit. It's amazingly simple, ridiculously addictive, and a good workout for the old grey matter.

66°

Star Atlas

A simulation of the various constellations, with information on the stars' magnitude, distance and the best time of the year to view them. After choosing a constellation, the Atlas draws a star map, logging the brightest stars. You can bring up further



"Hmmm, yes, of course, what many people fail to realise is that the constellation of Andromeda hides the man in the moon and his name is Billy. It's true. Yes it is. It's true!"

The Zine Scene 2

Primus 1/£1.00

Another day, another new disk mag. This one leaps onto the Zine Scene with a launch issue consisting of two disks for a pound. *Primus*'s editor has obviously given the mag's presentation a lot of thought. The front-end is mostly mouse-driven, and the programs themselves make use of the SAMBus and 1-meg units where applicable.

The content of the mag is well up to standard, with a mixture of demos, screens and chatty editorial containing the obligatory several hundred spelling mistakes. All in all, a bargain buy.

Feature of the Issue – the demo WIMP system.

SCPDU 3/£1.50

No, I simply refuse to explain the acronym. Work it out for yourself. Having recently acquired a brand-new graphic artist, this public domain news mag is gearing up for a major revamp with issue four. In the meantime, I'd recommend you to grab a copy of number three. The usual demos and screens are backed by a commendably large amound of editorial, and beneath the wobbly grammar there's an extremely funny style fighting to get out. Check out the Penstone column and the Letters sections in particular. Yup, one I'd recommend.

Feature of the Issue – the detailed explanation of the SAMDOS bootblock.

METEMPSYCHOSIS COLLECTION

Strong contenders for the Silliest Company Name award, Metempsychosis's range now runs to 14 disks. They're a mixture of PD mags, animation demos and digitised film demos. Prices vary, from 75p for a promo disk up to £3.00 for the nifty dual-disk *Terminator* demo. Some of the disks are marred by sick humour, but if you can skate around these then there's plenty of good stuff to be found. Best of the bunch are PD mags 10 and 11, which feature – spook! – lots of demos and editorial. Dash off an sae for details of the full range.

Feature of the Issue – The news that the company now stock furry mouse holders!



"Go! Go, all my servants, and wreak havoc on the world. Cause trains to run late and gerbils to fall over. Ha! Hahaha! Hahahahaha!"

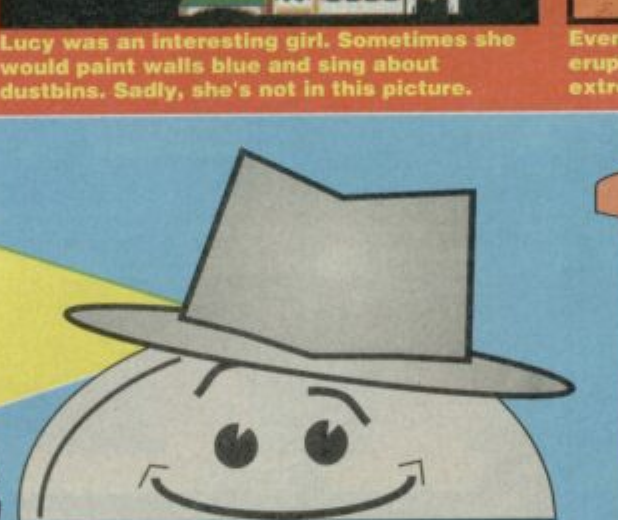


Lucy was an interesting girl. Sometimes she would paint walls blue and sing about dustbins. Sadly, she's not in this picture.



Even Leonora could not prevent the volcano erupting. Fortunately, Ticklesome Roy was extremely understanding, and ate her.

M entre



details about your chosen constellation, and then rush to the window and scan the heavens with your binoculars, proudly demonstrating your newfound knowledge.

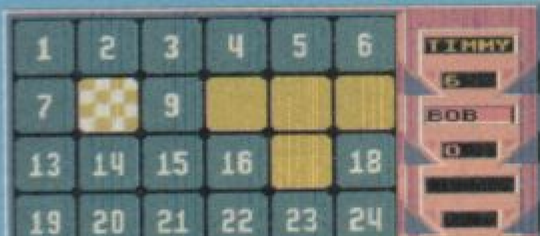
The program is well presented, and while it's definitely of minority appeal, there's enough there to pique the interest of any casual SAM user. Go on, borrow a telescope and give it a try.

66°

Void

This is actually a collection of three simple games, with a screen manipulator and pattern generator thrown in for good measure. On the games side, *Pairs* is a decent little version of Pelmanism, *Mem-Ex* is *Simon* played on a grid and *Lines* is that light-bike game from *Tron*. Patterns creates, well, a lot of patterns. Once you've seen them all, that's it. The *Transformer*, though, is the prize of the pack. It takes normal SCREEN$ files and through a series of icons and sub-menus, allows you to mess around with them in all sorts of weird and wonderful ways. It's a lot of fun, and quite useful.

59°



Personally, I would have thought that this picture was self-explanatory. However, I don't make the rules, so here goes. "This is a screenshot from the game *Pairs*." See?

At an average of £5 a disk, this compilation is good value for money. With three jolly good full-pricers alongside a clutch of semi-educational programs, there's plenty of variety. The only real disappointment, *Vegetable Vacation*, at least seems much happier in a compilation. It's also been released on its own, at £9.99, which is frankly far too expensive. Well, grumble over. As far as the *SAM Pack One* goes, I'd give it a definite thumbs-up.

Overall 81°

POSTBOX

Primus
Nayur Khan, 12 Brookfield Road, Edmonton, London. N9 0DN.

SCPDU
Justin Ash, Garage Flat, Rudge Lane, Oare, Nr Malborough, Wiltshire SN8 4JQ

Metempsychosis
41 Hodge Lea Lane, Hodge Lea II, Milton Keynes MK12 6JB

"Goodbye, farewell and amen," said the folks at MASH. Who am I to argue? I'll see you next month, but in the meantime direct all your SAM stuff to SAM Centre, YS, 30 Monmouth Street, Bath BA1 2BW. B-bye.



Bangers and Mash



Alternative/£3.99 cassette
☎ 0977 797777



LINDA

Chimps seem to be a bit like buses, you don't meet one in ages and then about three of them appear at once. I'm not really sure why the software houses have picked up on chimps, maybe it's because they can drink tea. Or maybe it's because they're quite small and not at all threatening, or is it because Tarzan had one? I dunno why they're so much in demand these days, but I do know that chimps are pretty darn sweet and, next to bison, there's no funny, furry thing that I'd rather be.

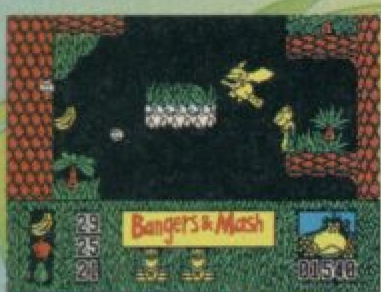
Bangers And Mash was inspired by the TV series of the same name, it's an incredibly surreal kiddies show so it's useless to try and make sense of anything that happens in the game.

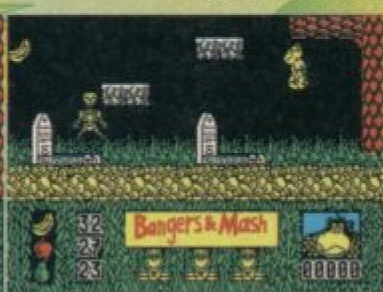
At first I annoyed everyone in the office by asking stupid questions like, "But why is there a graveyard in the middle of the jungle?" It's obviously not an elephants' graveyard cos the skeletons are human. It is in fact where Mrs Snitchnose lives. Of course, where else would a nasty witch live but in the middle of the jungle? The nasties are equally surreal – there are giant ladybirds, hedgehogs that walk on their hind legs, skeletons whose heads spin off, nasty little flytraps that pull you in head first and flowers that do very strange things indeed.

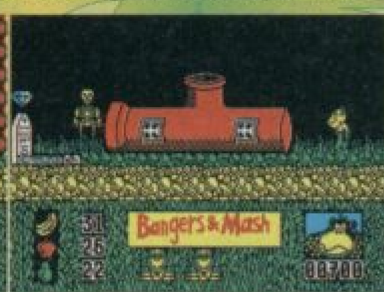
I thought *Bangers And Mash* was going to be a two-player, but Mash (or is it Banger?) has to stay at home while the other one goes off to find the fruit. This is a shame cos it would have been loads better as a two-player game. Also, it's unfortunate for Alternative that their chimp hero was pipped to the post by Beyond Belief's *Biff*.



Y'see, *Bangers And Mash* doesn't come out too well in comparison with *Biff*. It looks very similar but there just isn't as much to do. In *Biff* you have to think about things a little, but there's nothing here to really tax your mind. All you have to do is collect loads of fruit so that your mum can make a pie, avoid the nasties and pick up the diamonds for extra points. That said, there's still enough here to keep you occupied for a while, it's just that it doesn't seem to be enough. This could be an ideal game for younger players, it's easy to grasp and the graphics are clear and quite cute in their own way.


Beware of the evil Mrs Snitchnose, she smells.


Everybody's doing the Boney! You just shake, rattle and roll.


It's amazing what you can do with old tubing if you really try.

FINAL VERDICT – 70°

LIFE EXPECTANCY 70°	ADDICTIVENESS 78°
GRAPHICS 78°	INSTANT APPEAL 74°

DIAGNOSIS: Platform, jungle fun for the younger Spec-chum.

TILT

Linel/£10.99 cass/£15.99 disk
☎ 0462 851007



JOHN

So you've read the preview, played the demo, looked out of the window for a bit and brushed your teeth. Fear not! For, at last, the game everyone's calling, um, *Tilt* is here.

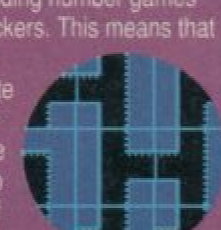
It's a puzzley sort of game very much like the ancient *Locomotion*. Each of the fifty levels is made up of an incomplete maze, with all the bits you need to finish it off scattered around the screen. A ball travels around the maze under its own steam, and you have to whizz a pink cursor around the place, putting the maze together so that the ball can escape. Naturally, that isn't all. Icons abound in the corridors of the maze, and these do everything from transporting your ball across the screen to causing a nasty janitor to appear and steal one of your lives. What a rat, eh?


Jacob was scared and confused, it was five hours before he could pluck up the courage to cross the road. Poor Jacob.

Mind the gap

Right. Onto the wibbly bits. For a start, the control method is stunningly weird. You have to get your head round the fact that your pink cursor is in fact a gap into which the pieces of maze can move – you know, like the missing tile in those plastic sliding number games you used to get in Christmas crackers. This means that whenever you move the gap, the adjacent tile moves in the opposite direction to slide into it. What *this* means is that every joystick move you make causes the pink blob to move in the opposite direction. (If you think it sounds confusing, you ought to try playing the game. The best way I found to cope with it was to hold the joystick upside down.) This kind of game really needs pinpoint control, and sadly *Tilt* just doesn't provide it.





If by some miracle you manage to, ahem, tune your vibes to this bonkers control method, a pretty playable game is revealed. Fifty levels should keep *Loco* fans occupied for ages, and a two-player option and maze editor have been lobbed in for good measure. *Tilt* isn't a bad game, dearie me no. It's just that the bewildering controls sabotage the fun factor fatally. Draw your own conclusions. Okay, I'll draw them for you. If you want a quiet, relaxing enjoyable puzzler, for heaven's sake don't get *Tilt*.

FUNNY PHRASES
Keep that thing out of my face

FINAL VERDICT – 30°

LIFE EXPECTANCY 50°	ADDICTIVENESS 30°
GRAPHICS 40°	INSTANT APPEAL 6°

DIAGNOSIS: The atrocious controls kill the game stone dead. I'm sorry, but they just do.

YS ADVENTURES



ICE STATION ZERO

48K



While casually flicking through an old YS (like you do) I came across a review of *Ice Station Zero* by 8th Day software. The rights to that, and all the other 8th day titles, have been acquired by GI Games which means that they are available once more. I'd only tried a couple of the titles myself when they first did the rounds, and it was Mike Gerrard's less than glowing review that made me give this particular title a miss.



Illustration by Anthony Colbert

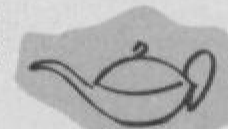
Three years ago Mike said it looked 'dated'. It still does a bit, though if you're prepared to put in some hard mental work then you may be surprised to learn that beneath the modest exterior lies a neat little game.

The adventure gets underway with a nifty split screen graphic showing a tent surrounded by glacial peaks and ice floes. A harrying blizzard obscures much of your view, though you see that the way North leads to the edge of the camp and you can also go 'In' to a tent. Getting out of the blizzard is a good idea and once under canvas you'll discover a couple of handy items. When you feel ready, you can brave the outside world and venture forth into the whiteness of the arctic.

There are only a few locations to explore before things start getting difficult so just remember that, as far as I could see, STORE and CALL work as RAMSAVE and LOAD (you'll be using them a lot) and EXAMINE and SEARCH do two totally different things. Before long you'll come across a sledge complete with Huskies. Try out search and examine and you'll see what I mean. The use of those two commands are commonplace in most adventures, though in this game you do end up feeling that you have to methodically search and examine everything. A much better idea would have been to use search as a general command and reserve examine for examining items that the search command had uncovered.

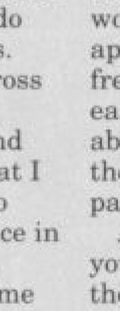
BLIM!

The objects and items that appear most frequently in adventures are: Locked Doors, Keys (to unlock the doors), Lamps (torches, lanterns, candles etc.), Swords and Trolls.



Even from the early locations it seems that the author has been a bit stingy when it comes to the game's vocabulary. One example comes early on when you locate the dog team who are tied up and obviously need to be set loose, but try as I might I only found one command that would accomplish that task, and it took me over half an hour! Then there's the pesky wolves to be faced. They appear with tiresome frequency and, while they are easy to scare off, they add absolutely nothing of worth to the proceedings and are just a pain in the bum!

As you continue to play you'll find that, problem-wise, the game itself is really rather good. Unfortunately, you can't get away from the fact that the lack of vocabulary and the way that certain things 'must' be tackled lets it down. A few sudden-ish deaths are also lurking in the background, which isn't something I find endearing.



The game is nice enough, there are a few graphics that appear quickly and are neatly executed and, unlike my predecessor way back in 1989, I didn't give up on the game. It's possibly a little bit dated nowadays, though if you're the kind of adventurer who can methodically work out how to accomplish tasks by systematically going though every verb/noun command combination you'll probably enjoy it. Then, when it's all over and you've finished the game, you'll look back on it and feel pleased as Punch for being such a clever clogs! Without having to search for the words to overcome most problems I think the game would be more suited to a beginner, though given all that I've said about the vocabulary it is, as it stands, a much more formidable challenge than it should have been.

TEXT	■■■■■□□□□□
VALUE	■■■■■■□□□□
PERSONAL RATINGS	■■■■■■□□□□

Ice Station Zero is available from: GI Games, 11 West Mayfiled, Edinburgh EH9 1TF. (Cheques and PO's payable to: SANDVEN LTD. Overseas customers add £1.00 to cover the extra postal charges.)

THE PYRAMID

48K ADVENTURE

Don't think I've gone GI Games mad because I haven't. It's just that they've been releasing so many games since they started that I could, in fact, fill up every adventure column from now to Christmas with nothing but GI reviews.

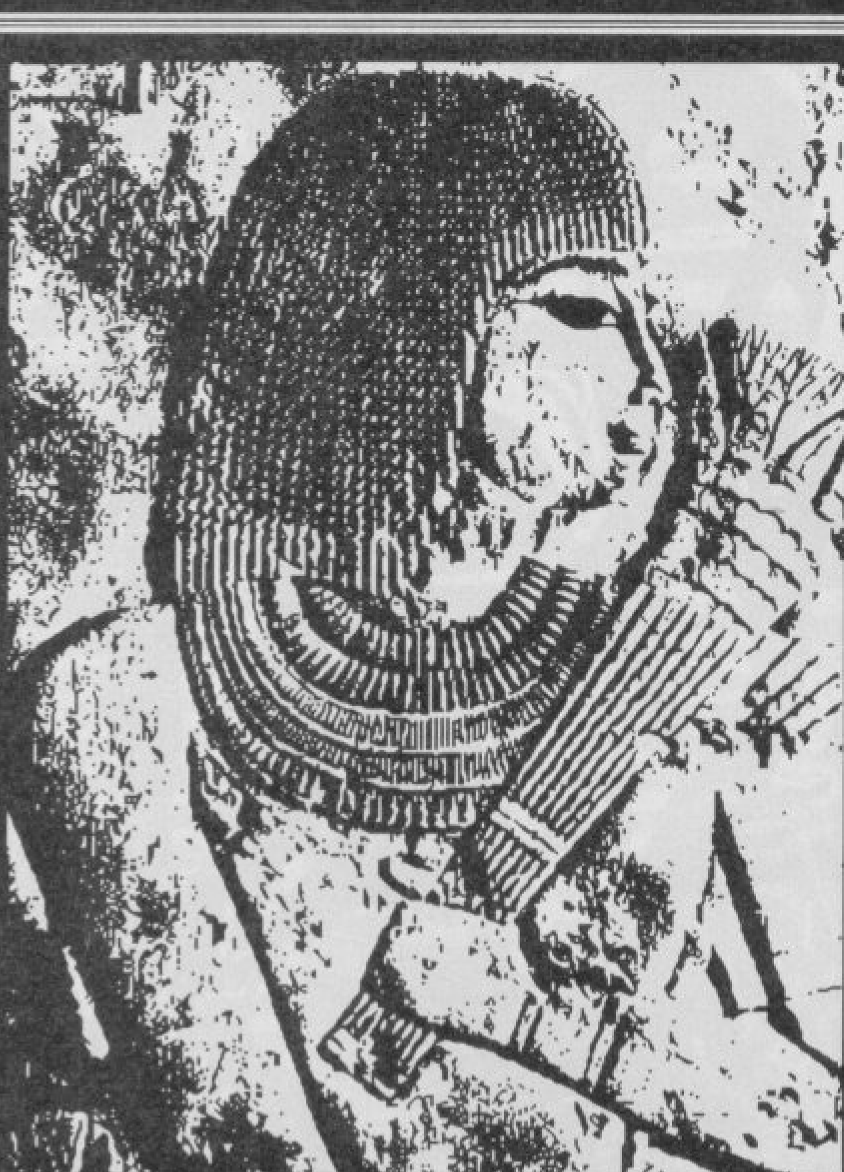
Again, *The Pyramid* is a fairly old game and you wouldn't guess from its unassuming title what a little gem it is. It reminds me a lot of those old Scott Adams adventures that I cut my adventuring teeth on years and years ago. The location text, screen display, game design and storyline can all be summed up in one word – functional! Despite that, the game has a certain style that enables you to make swift progress once you learn how things work. It's a bit of a shame that the opening problems in the game are rather dull and annoying. There you stand, slap bang in the middle of the desert with no protection from the withering suns rays. You are told that you are searching for the lost pyramid of Rak-Tuman, and the tales of the riches that lie within will spur you on to find it, gain entry and become rich! On the help-sheet, the author has taken great pleasure in adding a little note that says the desert is virtually impossible to map, which means that it's a maze! Mazes make me mad! Fortunately you'll find that you have a map about your personage. Unfortunately you try to read it and a sudden gust of wind comes up and blows it away. Oh, I see, you start in a maze (which I hate) and an unforeseen wind (one that appears without the slightest warning) blows your map away. Not a good start. You'll notice you have a gun with you... I tried SHOOT ME (as I was fed up at being in a maze and loosing my map) but despite BANG! appearing on screen I must have missed!

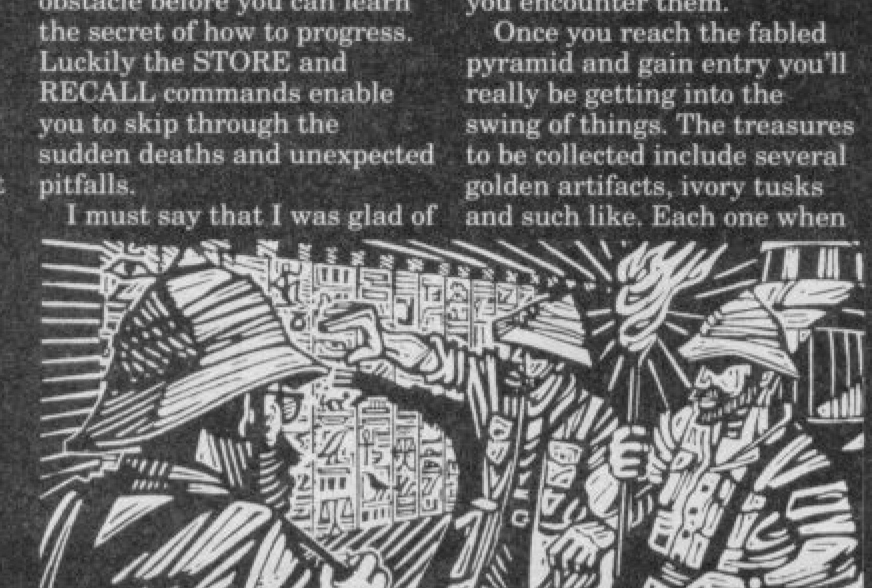
STORE and RECALL are the RAMSAVE and LOAD substitutes in this game, and once again you'll be making frequent use of them throughout your journey. Upon restarting the game I found that typing help at location one, following the advice given and waiting 'til you come across somewhere nice to read your map will help out quite a lot. There are still a few hairy moments before the game settles down to a more steady pattern, so don't think that the whole adventure is one long line of irritating setbacks. For a good while you'll find that you have to die at every obstacle before you can learn the secret of how to progress. Luckily the STORE and RECALL commands enable you to skip through the sudden deaths and unexpected pitfalls.

I must say that I was glad of the help I got from the help-sheet which is one of the most helpful I've ever come across. It really is a shining example of what a help-sheet should be. It lists the objects and where they are; it details the treasures to be found within the pyramid and there's a bit about what various objects are used for. There's also two sections concerning general gameplay and advice on how to overcome tricky bits when you encounter them.

Once you reach the fabled pyramid and gain entry you'll really be getting into the swing of things. The treasures to be collected include several golden artifacts, ivory tusks and such like. Each one when found and deposited in a certain location adds 10% to your overall score. In true adventure fashion some are easier than others to collect.

As well as the wondrous 'goodies' you seek, there are, of course, the more mundane objects that will invariably be used to aid your progress. At a certain point you'll benefit from knowing a bit about Mummies and their habits and on more than one occasion I found myself coming across obstacles that I'd seen before in other games. That's not a problem though, and you'll undoubtedly enjoy playing this game for what it is, pure and simple fun.





TEXT	■■■■■□□□□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■□□□

The Pyramid is available from: GI Games, 11 West Mayfield, Edinburgh EH9 1TF. (Cheques and PO's payable to: SANDVEN LTD. Overseas customers add £1.00 to cover the extra postal charges.)

TIPS CORNER

Malcolm Hope of Ballingry has just discovered something rather interesting in ***Shadows Of Mordor***. Spectrum +2A and +3 owners are, according to the manual, only supposed to be able to view the graphics for the various locations separately and must play the game as a text only adventure. (Boo.) However, Malcolm has found a way round this. Here are his step-by-step instructions...

- Rewind the *Shadows Of Mordor* cassette.
- Fast forward the tape past the first BASIC bit.
- Go into +3 BASIC and MERGE "" the second basic bit. It should read – 10 CLEAR 65535 at the start of the line. If it doesn't then you've got the wrong BASIC bit.
- Type SPECTRUM and press ENTER
- Type GOTO 10 (G 10) press ENTER and play the tape. The game and the pictures will then load and you'll be able to play it as a graphic adventure.

What a smart tip! Well done Malcolm. If anyone else has got any similar adventure hacks, hints or tips then you know where to send 'em.

THE VIOLATOR OF VOODOO

FROM ZENOBI SOFTWARE

Pulsating lights, searing pain, re-birth into another dimension or place - it can all only mean one thing: the Traveller In Black is back again! Last time Phoenix, the game's main character, had to save the village of Finvarra from the evil clutches of the hell-spawned Abomination. Needless to say the sequel is suitably tougher and there's a whole island of innocent souls to save!



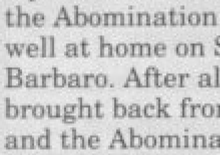
The game begins with a reminder that after you were murdered, (before the beginning of the first adventure) you were mysteriously recruited into the ranks of the eternal champions known as the Time Crusaders. You are told that Finvarra was the first battleground and that Santa Barbaro is the last.



You'd be wise to read the detailed notes concerning voodoo rituals, there are a lot of terms, phrases and names to mull over. Luckily, they are all explained when you come across them, so you don't need to understand them all to enjoy the adventure.

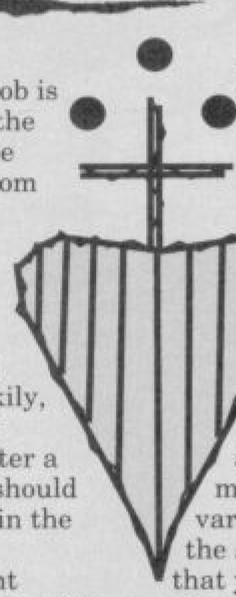
By the time you've read the *Voodoo* notes and braced yourself for the challenges to come, you'll see that you're standing on a golden, sandy beach. Things don't seem too bad, and exploration of the surroundings suggests that the place has been calmly evacuated rather than ravaged by all manner of nasty thingies. Further beach-combing, however, proves that there are foul deeds afoot as you spy a many-legged wotsit slithering off with some tasty human morsel tucked under one appendage.

The voodoo part of the games title is derived from the fact that the entire islands inhabitants seem to be devout believers in that particular mysterious art. Both you and the Abomination should be well at home on Santa Barbaro. After all, you've been brought back from the dead, and the Abomination devours the souls of anything remotely alive or dead. Surprisingly though, it turns out that you are not expected to personally do battle with the Abomination! Your job is to do the bidding of the Mambo Miracia – the priestess around whom the game actually revolves. She's the one whose commands you should slavishly follow if you want to make progress. Luckily, Miracia likes simple conversation and, after a polite greeting, she should be able to point you in the right direction.



Talking of the right direction, the island is quite large so I suggest you map it as you go. I was glad to see that sudden deaths seem to have no place in the game and neither do time limits, so you're free to wander and map in relative safety. As you explore you'll hear the chants of the entranced islanders: "Papa Legba, la plus par tombe." But don't let that frighten you!

Keep a cool head, do the Mambo's bidding and you'll amass several useful items.



Nearly everything in the game has a purpose so discard nothing and take note of the interiors of the huts you come across. Examine everything, search everything and look under everything for optimum results!

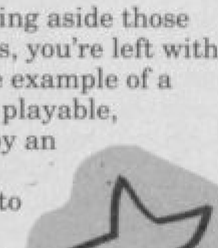
The game's vocabulary seems to be large enough to let you ask questions and manipulate objects in a variety of ways that all mean the same thing. This means that you don't have to muck about searching for the exact words. This is an adventure that's definitely in the 'get object X to help overcome problem Y and the result is situation Z' mould of adventuring. The factual details in the game have been well researched though they are, on occasions, rather slavishly adhered to. The upshot of this is that you feel compelled to write down everything you're told which can lead to the game losing some of its urgency.



By the time I'd reached 45% (score) I was sure I was nearing the end, but that's when the game really takes off and the Mambo and her voodoo pals start to expect you to do more and more for them. I soon discovered that the 45% I'd scored had been accumulated by going for the easy pickings and that there was plenty more of the game still to see. As you continue to play, and the end grows ever closer, you'll uncover more evidence of the Abomination's presence and will be itching to get your hands on it. When you do you can give it a darn good thrashing for upsetting the cozy, simplistic lifestyle of the islanders.

Graphics, sound and fancy screen effects have no place in this game, neither are they necessary – for it's the actual content that counts here. It's all very well put together and the quests you find yourself undertaking range from fairly easy to fairly hard/unusual. My only gripe is that the ending is far too swift and a bit predictable. It's nowhere near as good as *Phoenix,* which had one of the best final outcomes of any adventure I've ever played. What's more, there are too few challenges and not enough barriers are put in your way. This means that if you miss a clue or an item at a certain location, you'll have to retrace your steps right across the length or breadth of the playing area, before having to go back and continue your quest.

Still, leaving aside those minor gripes, you're left with another fine example of a serious, yet playable, adventure by an author who knows how to entertain and educate at the same time.



TEXT

VALUE

PERSONAL RATINGS

The Violator Of Voodoo is available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX for £2.49 (cassette)/£3.49 (disk)

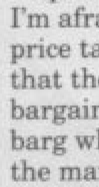
PENELESS and TOOT 'N' COME IN

BY IVYSOFT



This two-game tape arrived complete with splendid full-colour cassette cover, an eight page instruction booklet and a few maps (for review copies only, I'm afraid). It sports a hefty price tag of £4.99 but I think that the two games are bargains. It's even more of a barg when you consider that the main one, *Peneless*, gives you the chance to win a 14" colour Televideo. Coo, eh?

Anyway, *Toot 'n' Come In* is an 'explore a pyramid' adventure. You begin the game on the middle level of what seems to be a three-layer tomb. Exploration is the name of the game, so mapping as you go is your top priority here. You begin at the entrance and discover your bearer lying squashed under a large rockfall. His hand – the only part of him that's visible, rests against your boot. The game sports graphics that occupy the top third of the screen and that appear almost instantly. What's more, they are really very good indeed considering the Spectrum's limitations in that department. The text scrolls effortlessly below the pictures to tell you where you are and what's happening. The objects you discover seem to have obvious uses, though one or two items are tenuously linked together.



Along the way you'll have to deal with a few monsters and that's when a bit of simple RPG style combat rears its head. Combat comes in three main flavours...

- You have the choice to fight.
- Carry on the fight or
- Get the hell out of there!

There's plenty of knees to the groin, eye gouging, ear pulling and finger biting during skirmishes which will keep you amused.

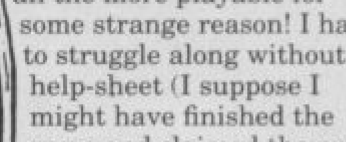
To a certain degree, progress is swift, though semi-sudden deaths are lurking around quite a few corners. Keep an eye out for secret passages, hidden levers on walls and such like. The graphics really make the game and go a long way to making it a very enjoyable romp in the tombs of Seti IV.

The other game on the tape, *Peneless*, appears to be almost identical in screen presentation to *Toot*. The game itself is set in and around the site of an archaeological dig. Your wife of six weeks, Lady Penelope Pendragon, has been abducted by warriors from a tribe long since presumed extinct. You manage to trail them and eventually wind up looking out of a tunnel into bright sunlight... you are lost, trapped by a rockfall and fear you may never see Penelope again.



Once again, make the exploration of the tunnels, surrounding area, rooms and mazes your top priority. There are several sudden deaths, with more cunning traps and difficult problems to overcome. SDS (sudden death syndrome) is never a pretty sight or a good feature to have in a game, but it makes this particular game all the more playable for some strange reason! I had to struggle along without a help-sheet (I suppose I might have finished the game and claimed the prize if I'd had one) and I can't really say much more about the adventure for fear of giving too much away.

On the whole, the £4.99 price tag is pretty reasonable. What more can I say except buy it NOW! Not only is the prize worth winning, but the games are worth owning too.



TEXT	■■■■■■■□□□
VALUE	■■■■■■■■■□
PERSONAL RATINGS	■■■■■■■■□□

Peneless and *Toot 'n' Come In* are available for £4.99 from Ivysoft, 17 Parkside, Ivybridge, Devon PL21 0HU. (Cheques etc. to Jim Whittle)

BLIM!

Did you know that £25,000 was on offer to the person who could crack Domark's adventure *Eureka*. Other prizes from other companies included a bejewelled, golden hare from Haresoft; a video recorder for cracking Incentive's *Mountains Of Ket* trilogy, and the magnificent Golden Sundial Of Pi was the prize from Automata for piecing together clues to its whereabouts in *PiMania*.




Jah, right leedle childrens. listen up. Next you take 4oz of zuh butter and melt it in a pan and then break the biscuits into crumbs. Mix zee butters and biscuits togezzer and pour ziss peculiar looking mixture into a 7-inch flan tin with foil in it. Over to you Helmut.
Rye't. Now you should melt zuh rest of zuh butter and add zuh canned milk. Bring ziss to zuh boil and zen simmer for 5 minutez. Put half of bananas in flan case und when zuh butter and milk mixture has cooled, beat it well and spread it over zuh bananas.
Damn, eye haff lost my big wooden spoon. But anyway, place zee whole caboodle in zuh fridge for a few hours ant it iz nearly ready. When the time is comen to serve it, whip zuh cream, place ziss on the flan mixture und then decorate with the remaining bananananas. Where is zat spoon..
Uzi think he is anyway.
Colin Jones '92
YOUR SINCLAIR

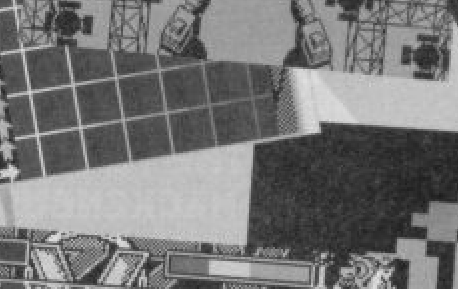
TAKE A TIP WITH LINDA B



Greetings and welcome to this month's Tipshop oh my beloved Spec-chums. I was doing a bit of late Spring cleaning and found bundles of triff tips and marvy maps. So here it is – your own extra spesh pull out and keep tips bit. Enjoy!











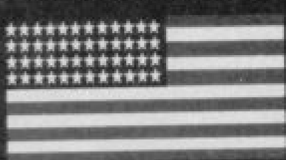




YS hints'n'tips TIPSHOP

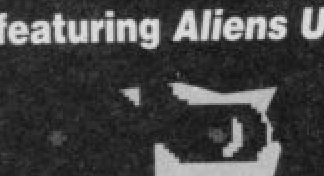


Oh what joy! The Tipshop has gone forth and multiplied. It's powerful, it's glorious and it's very nearly almighty. And your guide through this marvellous land is LINDA BARKER. Walk this way and keep an eye open for the weevilfops.









TERM

Ian Hewett thought this Ocean beat-'em-up was dead easy. Here, he imparts his knowledge. To make the whole thing a bit more interesting, he's added some lush and gorge pics. For those of you who don't understand the semi-German bits – dun means down, fihr means fire and levt means left.

LEVELS ONE, FOUR AND SEVEN
THUR KNEE (DUN UND FIHR)
Four of these in succession will floor (literally) T1000 temporarily. Very good and 'ard, especially if T1000 is a few feet away.



THUR PUNCH (LEVT UND FIHR)
Four of these will knock T1000 into protoplasmic slime for a few seconds. Not as good as other moves, as it doesn't go too far (and T1000 usually blocks it). Yibble.



MINATOR 2

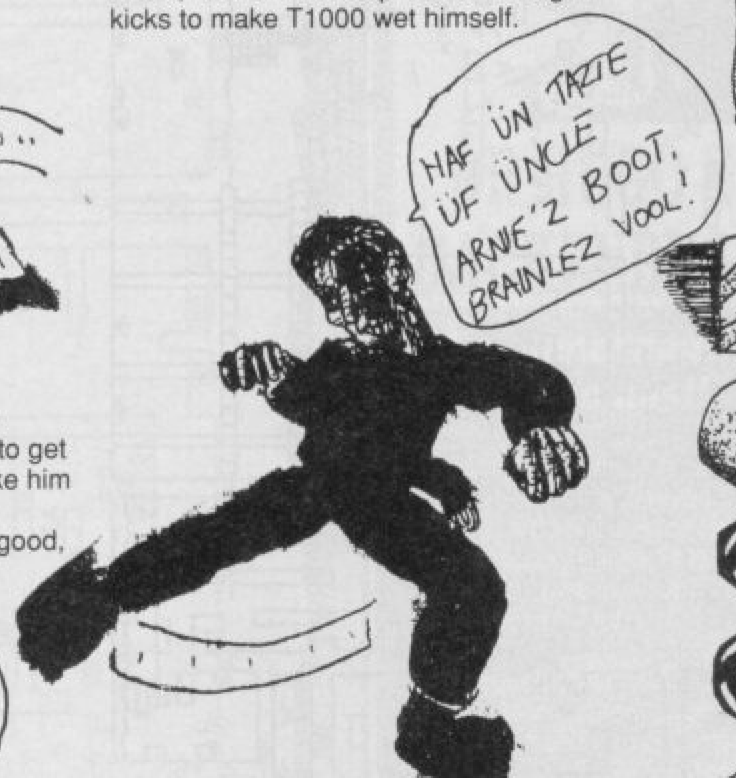
THUR HEADBUTT (UP)
Four of these pain(ful) killers to liquidise T1000. Very good, ja. Highly recommended.



THUR UPPER CUT (UP AND FIHR)
Four hits to, um... exactly. You have to get close to T1000 with this move to make him do his ice-cream-in-the-middle-of-a-nuclear-explosion impression. Quite good, but be careful.



THUR KICK (RIGHT UND FIHR)
Good for keeping T1000 at bay, but as a move, it ain't much cop. Seven to eight kicks to make T1000 wet himself.





Thur crouch (dun)
Dun't boozer – it'z krap!

TIPS
- Don't plan any special strategies for these levels (you're Arnold Schwarzenegger, for Clive's sake!)
- Use the most powerful moves whenever possible, and completely avoid using crouch.
- Try pushing T1000 into his corner, as you stand more chance of beating him.
- Watch out, as the T1000 has the extraordinary ability to change into a wheelbarrow... um, sorry. Actually, he turns his hand into a spike (which he uses a lot).
- If he goes to headbutt you, kick him in the head. When he's knocked over, walk towards him, and start beating him as soon as he reforms.
- Don't watch your energy: it's off-putting.
- Be merciless in your attacks. He gets harder, faster and more unfair every level, so watch out!

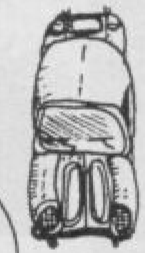
LEVEL TWO



Tyres: Dark blue in colour. Avoid!



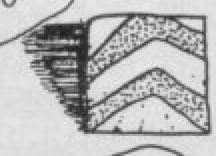
Water, type one: Slows you down, otherwise harmless.



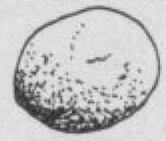
VW Beetles: Red in colour. Use as ramps. Only go over the back of them – don't go into the side.



Oil barrels: White in colour. Avoid! Nuff said?



Ramps: Red and yellow in colour. Go over them first, or you might find yourself on some racks. Ouchus maximus.



Rocks: Yellow in colour. Completely avoid! Gosh!



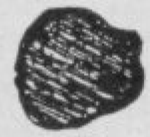
Funny icon thing type 1: White in colour. Bonus points. How sad.



Funny icon thing type 2: White in colour. Extra energy, for both Arnie and John 'Brat' Connor. Hurrah!



Bushes: Green in colour (odd, that). Slow you down, but fairly harmless.



Oil spill: Dark blue in colour, make you slip but otherwise harmless.



Water, type two: Dark blue in colour. Just ride over it. No harm will come to Arnie, or (what a shame) John.

Also there are manhole covers and arrows – just ride over them.

Love the pics. Have some money!

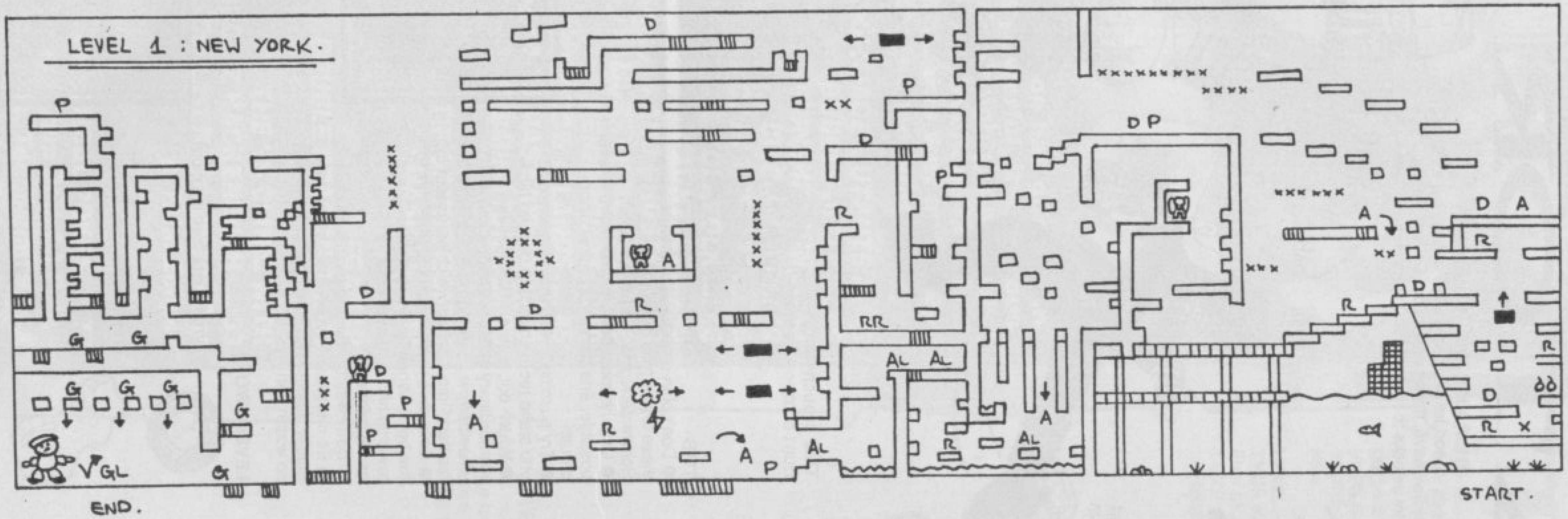


YS HINTS 'N' TIPS TIPSHOP

CJ IN THE USA

Michael Robinson is a Dude with a capital D. Here's his rendition of Levels One and Two of CodeMasters' elephantine platformer.

End-of-level baddie – gang leader
Walk in and stay by the right wall. Fire peanuts constantly. When the gang member drops down from above, bomb him. Now bomb and fire constantly to kill the gang leader as he jumps towards you. When he's too close, walk under him and finish him off. Now kill the rest of the gang members.



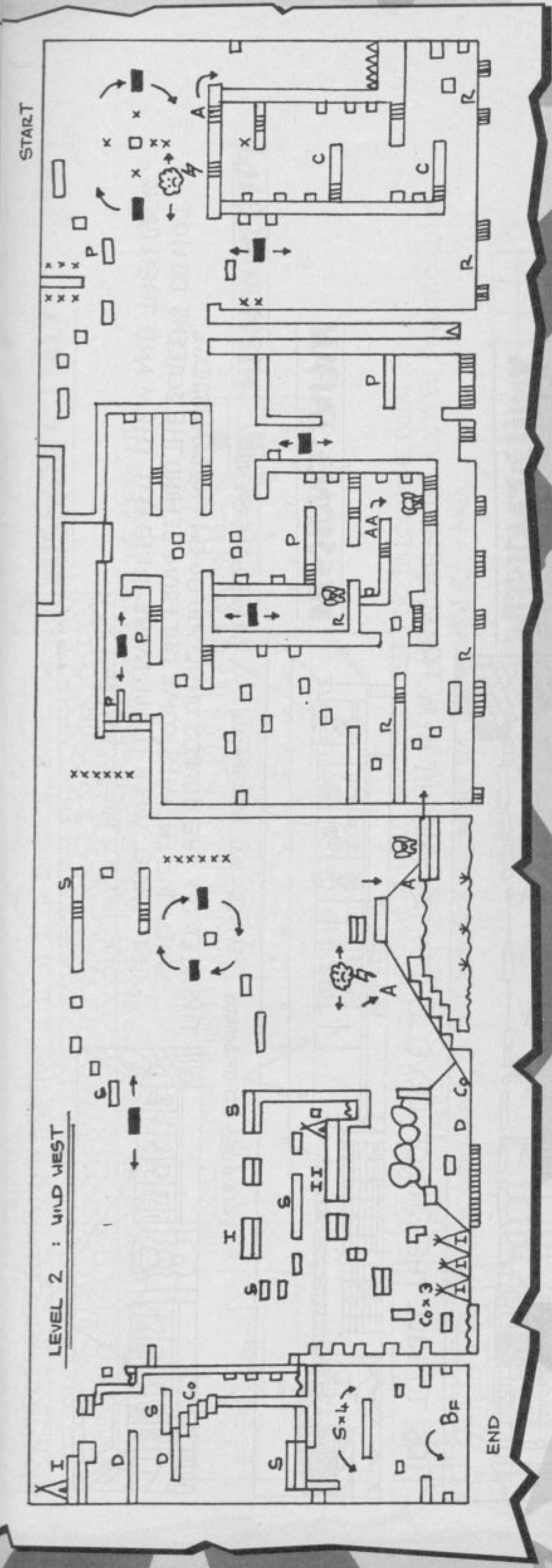
KEY. LEVEL 1

- R = RAT (2 SHOTS)
- D = DOG (3 SHOTS)
- P = POLICEMAN (3 SHOTS)
- A = AMERICAN FOOTBALLER (4 SHOTS) - THROW BALLS
- ← ☁ → = CLOUD (1 BOMB)
- AL = ALLIGATOR (4 SHOTS)
- G = GANG MEMBER (4 SHOTS) - FIRES GUN
- ■→ MOVING BLOCKS
- x / ▥ = SPIKES KILL YOU.
- ϟ = LIGHTNING KILLS YOU.
- GL = GANGLEADER
- ♁ = BOMBS x = START.
- HOTDOG/BURGER - BONUS
- ELEPHANT - EXTRA LIFE + BONUS
- WATER KILLS YOU.
- ✲ - INVULNERABILITY PILL

KEY. LEVEL 2

- Co = COWBOY (4 SHOTS) - FIRES GUN
- I = INDIAN (4 SHOTS) - THROWS TOMAHAWK.
- S = SNAKE (2 SHOTS) - SPITS VENOM.
- BF = BIGFOOT
- Δ - SPIKE KILLS YOU.

End-of-level baddie – Bigfoot
Drop down and then climb to the top of the middle platform. Go to the right of the platform to draw Bigfoot right. Just as he jumps up below you go left and drop down two platforms. Throw a bomb at him and go back to the top left. Repeat 'til he dies and then kill the snakes.



THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Hallo again. I'm afraid you've caught me on the hop – it's Nurse Brittenhouse's lunch hour, and Featherington-Oakes is due for his appendectomy. I'll tell you what – slip on these masks and while I operate, you can assist.

TOTAL ECLIPSE

Well, this is a fine state of affairs. Not only were Richard Swann's *Chubby Gristle* tips exposed as a nonsense last month, but now it seems Peter Valente's *Total Eclipse* tips were less than definitive. **Eric Olyott** has pursed his lips, drawn a whistling breath and pointed out that the seven ankhs you need to complete the game are scattered about a little differently than as described in Peter's tip. Honestly. This type of mistake could easily bring the Clinic into disrepute.

Now kindly hit Featherington-Oakes on the head and pass me those sharp things from the tray beside the table. Thank you. Right. The ankhs are to be found:

- On the plane's wing in Sahara-B
- Beside the door in Horakhty-A
- Under the stairs in Horakhty-J
- Deviously concealed in Horakhty-E
- Revealed by shooting the rope in Pharoahs-F
- Behind the fake wall in Khepresh-E – not Khepresh-F as printed.
- The final ankh is artfully concealed in Khepresh-C.

Eric adds that it's essential to pass the Illusion, as in the final room you have to match two objects. As you might have guessed, the second object is to be found in the desert beyond the Illusion Room. Hand me that probe.

ALIENS UK

Chuck 'Not From Dynasty' Bardon has come to the rescue of the mysterious Diz E. To complete the game, you have to rescue Newt, stop the generators and zap the alien Queen found in room 248. Once these oh-so-simple tasks have been completed, you have to scramble the squad back to the start room, and safety.

Distressingly, Chuck hasn't tried analysing why Diz should want to conceal her identity. Then again, who cares? Pass the rubber mallets.

OMEGA ONE

Paul Smith need fret no more. **Leigh 'Call Me Blanka' Loveday** has come forth with the answer to what to do with the green pass. Along with the cyan and yellow passes, they're used in the exchange machine on the far left of the surface level. The yellow pass buys an ID card that opens the door in the teleporter room, on the left of Level One. The blue pass gets you a T-chip used to fix the teleporter, and the green pass entitles you to a cyan device, to be used in the Salyut level. Succinctly put, Blanka. Hand me that vice-like object. Thank you.

THE LAST NINJA REMIX

Craftily, the solution to passing the crocodile on Level Three of the *Remix* is different to the original game's. In the new version, you have to collect the bottle from Level Two, and then go to a wall torch in Level Three. Press "P" to light the bottle, and then throw it at the crocodile. Some sage advice there from **Matthew Francis**, and while you're digesting it, I wonder if you could put this in a paper bag. Featherington-Oakes may need it later.

AU SECOURS!

Leigh Loveday: "Is there any way to get past the fall of infuriating purple clouds on Level Two of *Deliverance – Stormlord 2*?"

Daz Ellis: "I'm stuck after completing 81% of *Megabucks*. What do you do in the picture, safe-cracking and chemistry sections?"

Mystery Mike on the Isle of Lewis: "How do you get past the spider in *Rainbow Islands*?"

Graphologists, Study and Writing: "Sir, Our client Dr Berkmann has instructed us to serve on you a writ claiming damages for defamation of character..." Ah. Sorry boys, out of room.

APPLAUSE, PLEASE

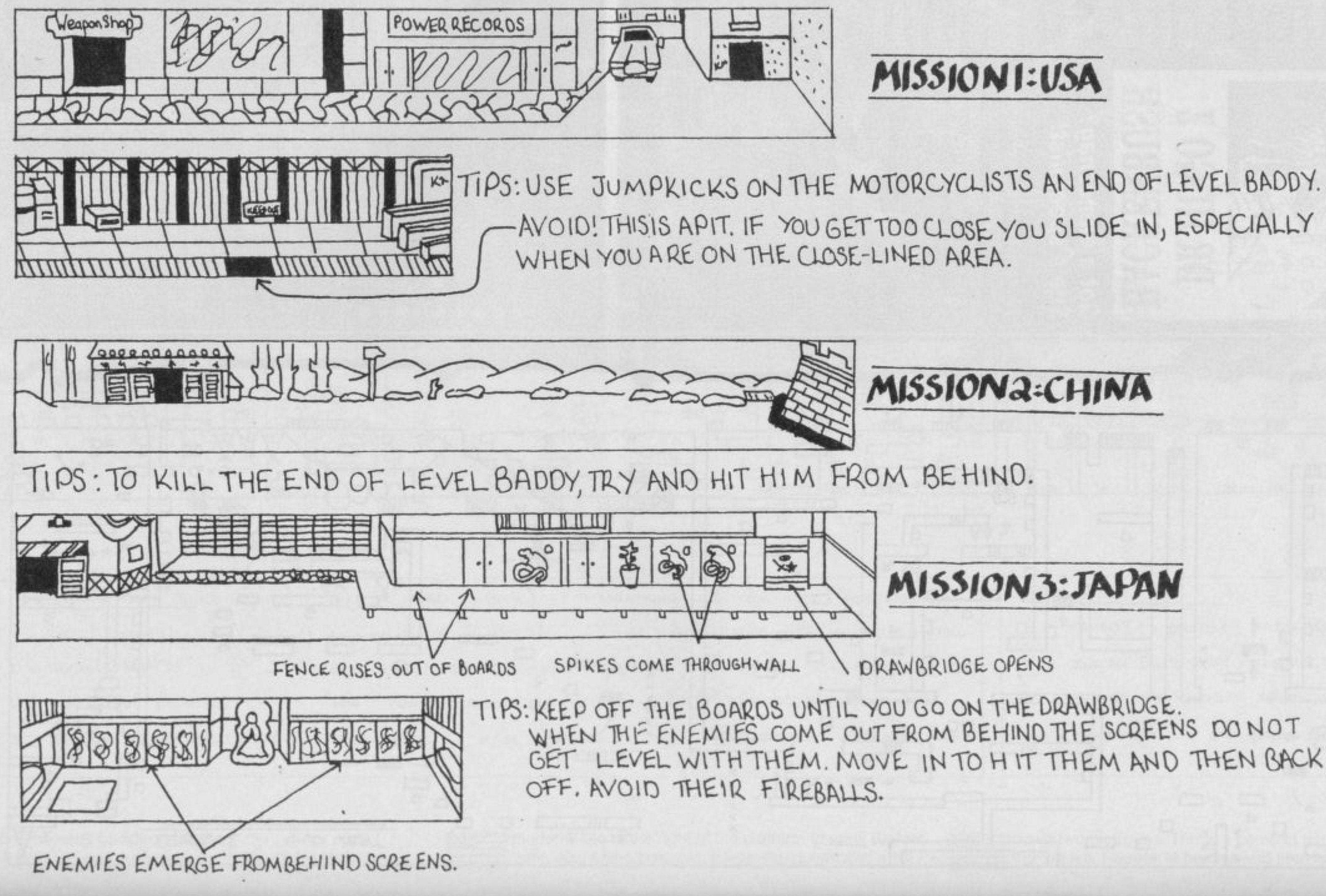
The Secret Word competition has, at last, been won. "Salubrity," wrote the more literate among you. Playing fair, I put all the correct answers into a surgical cap and drew out a Victor. Not liking the name Victor, I then drew out a Richard Smith. Congratulations, Richard – a free game will be winging its way towards you before this phase of the moon is over. Folks, it's obvious that the Secret Word competition is much too easy. Therefore, I'm going to make this month's a little more interesting. In the event of a draw, the person who names the most types of cheese will win. Secret Word Number 2 is the common five letter name for the North Atlantic fish, *Brosmius brosme*. Well, that about wraps it up for this month. I'd be delighted to stay and help you finish off Featherington-Oakes, but I have to go and deposit several large fees in the bank. Take care, keep a steady hand and try not to have any bits left over at the end. So long.

YS HINTS 'N' TIPS TIPSHOP

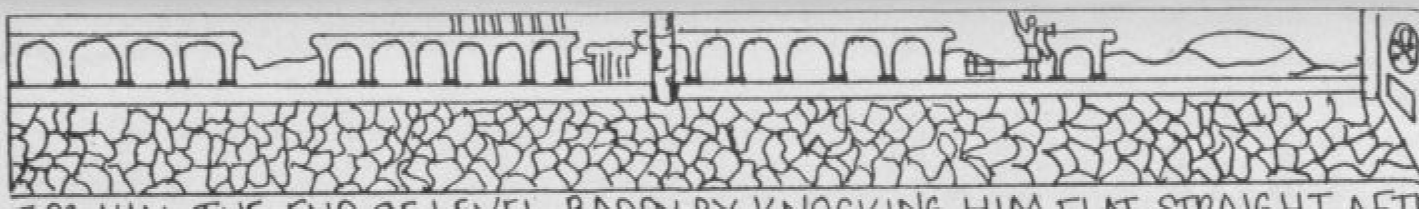
DOUBLE DRAGON 3

MEGA MAP

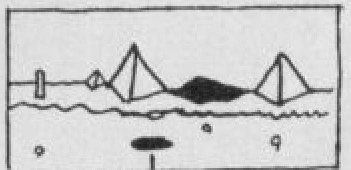
Aargh! Why don't you lot ever write your name and address on the back of maps? It's so frustrating to get a really good map and put it away for the next Tipshop. Come next month, you get the map slotted into place on the page and Andy O says "Come and write the intro." Shock! Horror! The map's there but no accompanying letter. So I have to say, can whoever drew this stonking map please write in with their name and address?



MISSION 4: ITALY



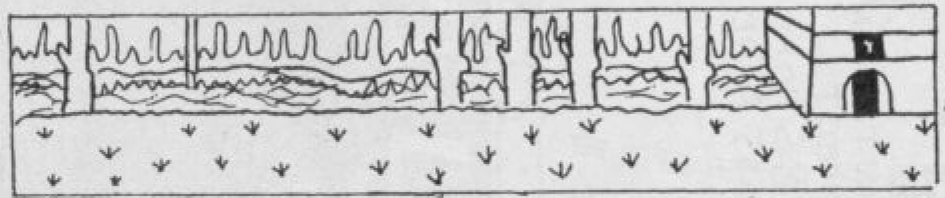
TIPS: KILL THE END OF LEVEL BADDY BY KNOCKING HIM FLAT STRAIGHT AFTER HE GETS UP.



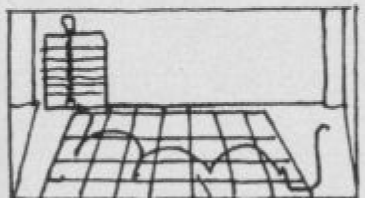
DROP DOWN PIT.

TIPS: KILL MOTORCYCLISTS AS YOU DID IN THE USA.

MISSION 5: EGYPT

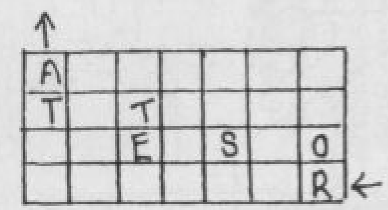


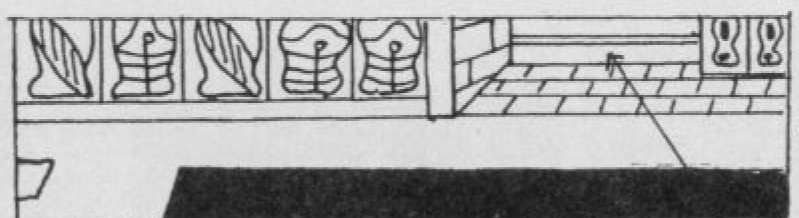
TIPS: WHEN THE ENEMIES FALL OVER HIT THEM AS SOON AS THEY GET UP AGAIN.



FOLLOW THIS ROUTE

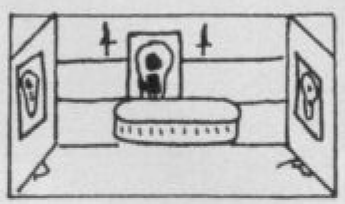
TIPS: YOU MUST GO AROUND THE BOARD SPELLING "ROSETTA" TO OPEN THE DOOR. JUMP LETTERS YOU DO NOT WANT TO LAND ON. DO NOT STAY ON ONE LETTER FOR TOO LONG, ELSE YOU FALL DOWN THE PIT. BE WARY OF THE MONSTER'S HAND.



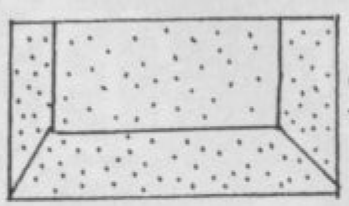


AVOID THIS PIT. FALL OFF THIS WALL

TIPS:
TO COMPLETE THIS SCENE JUMP ONTO THE WALL AT THE BACK AND DROP DOWN BEHIND IT.
YOU MUST ALSO BEAT UP HIRUKO BEFORE YOU GO.



TIPS: KEEP CLOSE TO THE MUMMY AND CONTINUOUSLY FIRE.



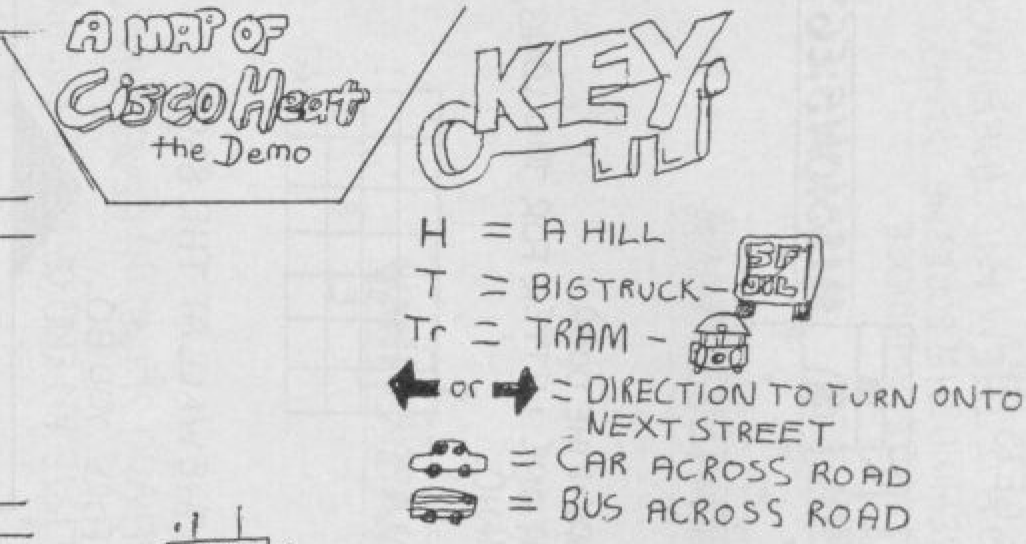
TIPS: BEAT UP CLEOPATRA AS YOU DID THE MUMMY.

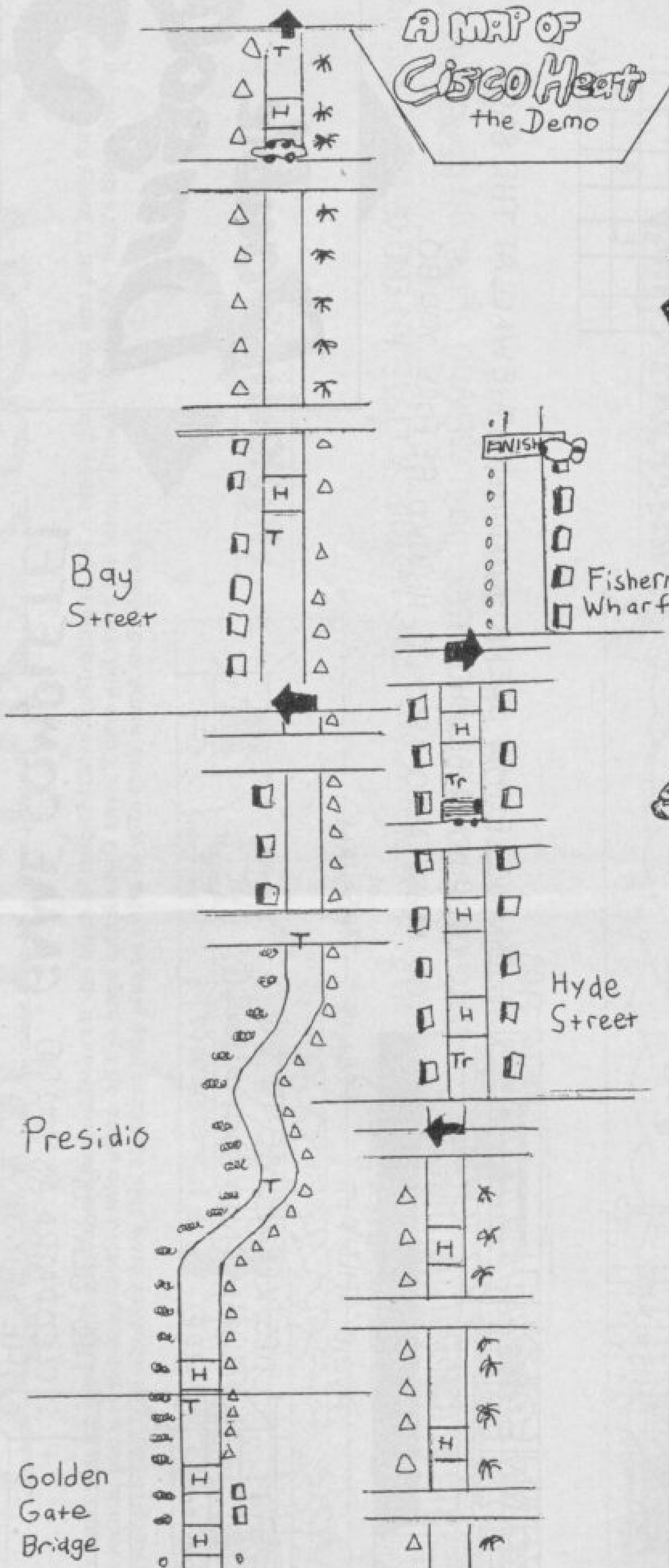
GAME COMPLETE!

Double Dragon 3

CISCO HEAT

It's getting a bit stuffy in here! Wind down the windows cos we're about to take to the road in our fabby demo of Mirrorsoft's *Cisco Heat* from issue 73. In the passenger seat it's Ian Jackson.







TIPS

- At the start, change to high gear as quickly as you can then burn at full speed avoiding the cars.
- When you get to the first corner in Presidio, change back to low gear and stay in it until the first cross road.
- When you're about to take the corner to turn into another street, slow down because it's not worth flying into the street and crashing into buildings! Then again, if you're a born boy racer, go for it!
- When a car is crossing the road, go round the back of it and you won't crash. If a bus is crossing the road, don't bother slowing down to wait for it to move - just crash into it. It'll save a few seconds.
- When you reach Fishermans' Wharf if you haven't crashed a lot you might have a few seconds left. You need about six or seven but if you've got more than that you should be alright. If you are not already on it switch to high gear and burn, burn, burn! With any luck you'll finish with about half a second to two seconds left.
- And, um, that's about it really!

Well, I feel a bit sick so I think I'll just go and get a bit of fresh air.

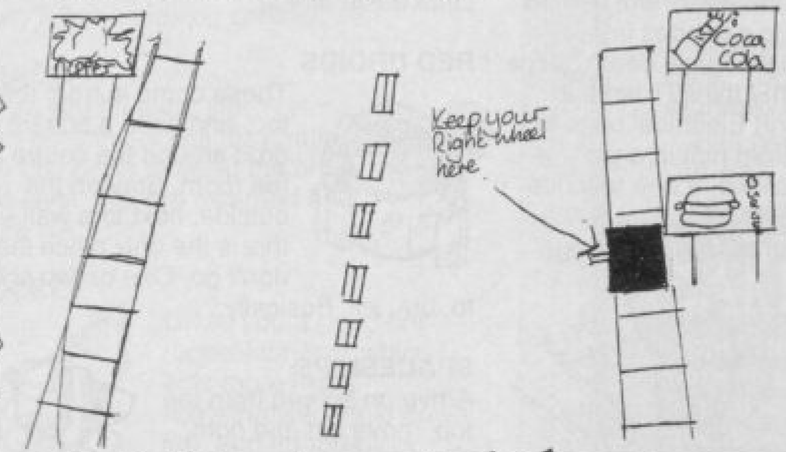
CHAMPIONSHIP RUN

Kevin Tomlinson is what is known as a careful driver. And d'you know what? Sometimes it pays to be a tad cautious.

At the very beginning of the race, keep accelerating. When the light turns green head to the edge of the track on the right. Make sure you keep your right wheel next to the sign posts.

When your speed reaches 90mph change gear, and when it reaches 170 mph change gear again. This way you should fly past most of your opponents. But try and keep on the right-hand side for the whole race. If another car bumps into you, staying on the right will enable you to build up your speed faster as no cars can bump into you there.

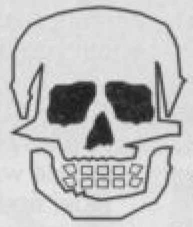
Make sure your seatbelt's on too.



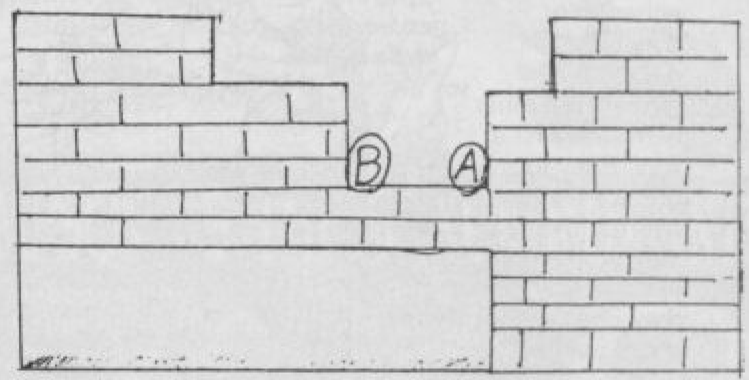
GHOULS AND GHOSTS

Don't get turned into a duck! Follow Iain Wison's tips for this Kixx re-release and you'll be alright.

When you are about half way through Level One there are two guillotines. If you have any problems getting past them then do this: Stand at A and jump to B. You should fall through the rock and onto the ground beneath. Now wallk right and you will pass under the guillotines. Watch out though because it's hard to see the Grim Reapers! If this doesn't work at first then try again.



Watch out, watch out there's a reaper about. As we used to say. (Sometimes.)



SPELLBOUND DIZZY

Andrew Cullen has got *Spellbound Dizzy* sorted. Sort of! Here's the biz...

OBJECT	FOUND AT	USED AT/FOR
Heavy rocks	Quarry	Scales and windy shaft (and crash mine cart)
Brake shoe	Lake	Mine cart
Iron hammer	Dylans hole	Rail track and plugged pipe
Bag	Old mine wkgs	Carry four items
Gold shamrock	Across the bridge	Give to leprechaun
Megaphone	The ore crushers	Shout to Dylan
Ear trumpet	Dank room	Rescue Grand Dizzy
Umbrella	Plant bowels	Protect steaming log and windy shaft
Weird talisman	Little Alcove	Stun monster
Aqualung	Beast's lair	Swim under water safely
Hard hat	Pumping station	Go down mine
ZX81	Above lake	Rescue Denzil and power pump station pipe
Pepper	Bear's place	Make whale sneeze and spout
Bones	Bear's place	Make plant swallow
Jar	Bear pit	Fill with honey
Honey	Killer B'S	Fill jar up with it for bear
C. Lid	Windy shaft	Keep firefly in jar, see in dark spooky cave
Green seaweed	Plant bowels	Repel VPR bats
Fence, grass	All over	Revel star
Star	Collect	Rescue Wizard Theodore
Food	All over	Gives energy
Soggy log	Watery passage	Fire at Dylan's hole
Steaming log	Fire by Dylan	Repel killer bees
Thin sticks	Secret cave	Haven't a clue!

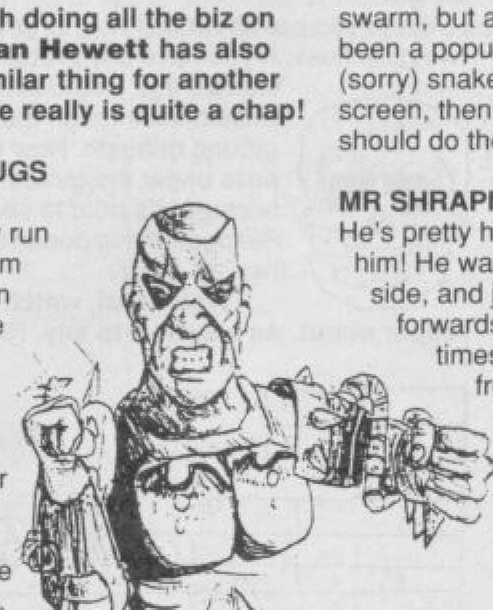


TIP O' THE MONTH

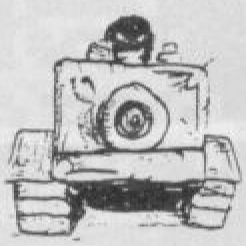
SMASH TV

Not content with doing all the biz on *Terminator 2*, Ian Hewett has also done a very similar thing for another Ocean game. He really is quite a chap!

SKINHEAD THUGS
Pretty simple to dispose of. They run in a set route from the side. As soon as they enter the room, they run either up or down diagonally, running the other way if they hit a wall. Easy to predict. If you are overrun by them, stay on the right side (it's the only place they don't touch). Two shots needed.



TANKS
Hard? They're blimmin' evil! At first, you might think they're indestructible. Well, they're not! They need loads of shots to send them to that big battlefield in the sky. If you stick at it (oo-er),and don't get distracted by anything, you should kill them. It's safe to stand in front of them, as they only fire to the sides. Well, safe until they run you over! More than one always appears on screen. If they reach the bottom, they disappear, so you're probably better off avoiding them altogether!



SNAKES
There is only one type of big snake on Level One (there are different ones afterwards, though). It has several sections to it which, in true shoot-'em-up style, have to be blasted away one by one. On Level One, snakes only have one set route – they bounce around the screen diagonally. Two shots per section, I think! A good place to stay is in the corner.



TADPOLES
Oh okay, they're small, venomous snakes! But they look more like tadpoles. These flow down the screen in a swarm, but are fairly slow. There must've been a population explosion of tad... (sorry) snakes, as millions appear on screen, then disappear. One shot each should do the trick!



MR SHRAPNEL
He's pretty harmless... until you shoot him! He walks into the screen from the side, and just walks backwards and forwards horizontally. Shoot him 15 times and he explodes in a frenzied electrical death. (Nice touch! I think I'll write it down!) Electrical bolts fly out from him in eight directions. If one touches you, you're a rival to the National Grid. Sptanng!



FUNNY DUSTBIN LID UFO THING
Green UFOs swarm onto the screen from any door. They follow you around the screen, slowly, and they stop for a second now and again. A couple of shots needed, possibly one.



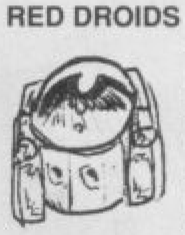
FUNNY PURPLE SPHERE THING
Pretty much the same as the UFO, except that they speed around the screen faster than the Royal Family! Be ready for them – they can cause serious life depletion. A couple of shooting lead pellets (bullets, I think they're called now) for Kaboomsville.



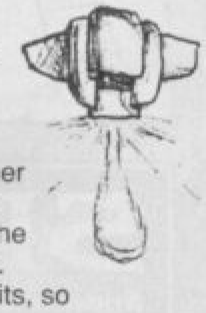
CHUNKS
Yes, chunks! (That's what it says on the first screen of Level Two.) Little red blobs that bounce up and down in one huge wave. they follow you around the screen. One shot each. Little ankle biters!



RED DROIDS
These come in from the top, and go in a square orbit around the centre of the room. Stay on the outside, next to a wall – this is the only place they don't go. One or two shots to, um, kill. Basically.



SPACESHIPS
Arrive on screen from the top, move left and right, firing as they go, and occasionally move up or down. Avoid their blue lazer bolts – like most things in life, they're fatal! Stay to the far left, and keep firing up. They need quite a lot of hits, so improvise!



THE MUTOID MAN
To coin a phrase "EEK!" It's the Level One end-of-level baddie. He does a similar centre-orbit to the red droids and doesn't touch the outside of the room. He fires rockets at you identical to the rocket launcher. Keep on the move, and keep firing. DON'T go towards the centre! Lots of icons appear on screen – rocket launcher, extra life, three-way fire and smart bomb help a lot. He needs



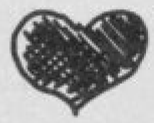
hundreds of hits, take my word for it – I panicked so much, I couldn't count! When you do kill him, there's a massive explosion, and bonus prizes appear. Whoo!

THE ICONS



SHURIKEN
Gives you eight shuriken orbitting you, which act as a shield. When a shuriken is hit, it disappears. After a few seconds, all of the shurikens disappear. They kill enemies on contact.

HEART
Gives you an extra life. You start off with six, the maximum you can get is nine. At the end of a level, you are awarded an extra life.



ROCKET

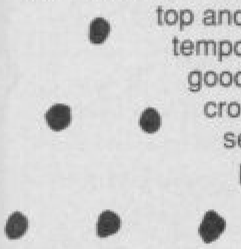


Gives you a rapid fire rocket launcher which acts more like a flamethrower. Hold down fire, and hundreds of shots come out in quick succession Just as powerful as the normal gun, only easier to use.

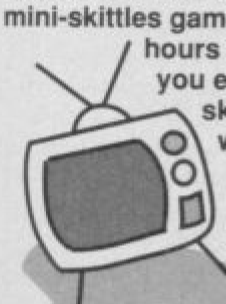
BOMB
Smart bomb, destroys all enemies on screen, but inflicts minor damage on the end of the level bloke. Get it whenever you see it – it's hellishly good fun.



TRIANGLE OF DOTS
This three-way gun is the best weapon of all. It fires in front of you, to the two adjacent diagonals. Just as powerful as the normal gun, with more range. By the way, the normal gun's crap. The ellipse with the dot in middle and curved lines at top and bottom gives you temporary immunity and is good for escaping out of a crowd. It lasts a few seconds only. Bonus prizes like money and presents give you 500 points each.



Hey kids, it's official – kill your television! And thanks to Ian for the mini-skittles game. It's afforded me hours of pleasure. Should you ever acquire a little skittles game, here's a word of warning – don't put them anywhere near your nose: they get lost very easily!



RAINBOW ISLANDS

Andy 'Cool' Turner has got a reet dandy little tip for that ever-popular cutsie platformer that's recently been re-released by Hit Squad. Here it is...

Do you want to know where all those elusive goodies are kept in *Rainbow Islands*? You do? Good, cos I'm going to tell you anyway.

When you confront the end-of-level nasty, collect the diamonds in a certain order and a trapdoor appears. Pop down it and collect Go Fasta Boots, Double and Triple Rainbows and anything your heart desires! And it works on any level. Just collect the diamonds in this order: red, orange, yellow, green, blue, indigo and violet (darker than indigo).

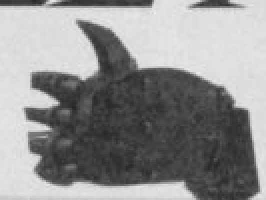
Thanks for that, Andy. Stay cool!

GAUNTLET

A timely tip for another re-release here. You'll find *Gauntlet* on Kixx's *Multimixx 4*.

Just press SYMBOL SHIFT and you can walk through walls.

Hurrah! Thanks to Malcolm Williams for that wee one.



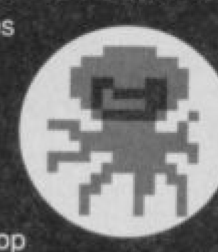
BART SIMPSON VS THE SPACE MUTANTS

Oops! Here's somebody with a bone to pick, I'd better not let that big Ed see this! The chap in question is E Ryan and his problem is that...

Firstly I would like to let everyone know that I still have not received a badge for my last contribution to your hallowed pages.



Anyway I am about to disagree with Michael Robinson's *Bart Simpson* tips in issue 76. He advises you not to buy a whislte in Toys 'n' Stuff. I say that you should buy this whistle and when you arrive at the retirement home, stop outside the second last window and, hey presto, a kindly old pensioner appears at the window and throws out coins to you which you can catch and add to your riches.



There are two badges in the post, Mr E.

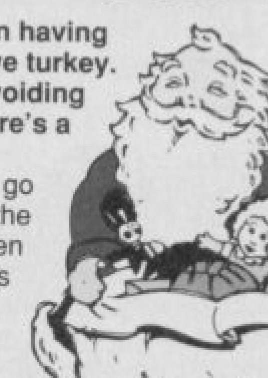
SANTA'S XMAS CAPERS



Matthew Harris has been having fun with Zeppelin's festive turkey. For those of you still avoiding the flying pressies, here's a tip...

To avoid the radars, go to the very bottom of the screen and go up when an icicle approaches you.

Nice and easy, Mr Squeezy!



BUBBLE DIZZY

If life's getting you down, maybe you could do with another one. Here's Jacky Robinson with some advice...

While playing this hugely addictive game I discovered a way of earning extra lives. Just start the game, leave Dizzy at the bottom and middle of the screen – then go away for an hour or so. When you come back Dizzy has played quite happily on his own and has loads of extra lives.

By the way it gets very boring as there are only eight levels, then it repeats itself.

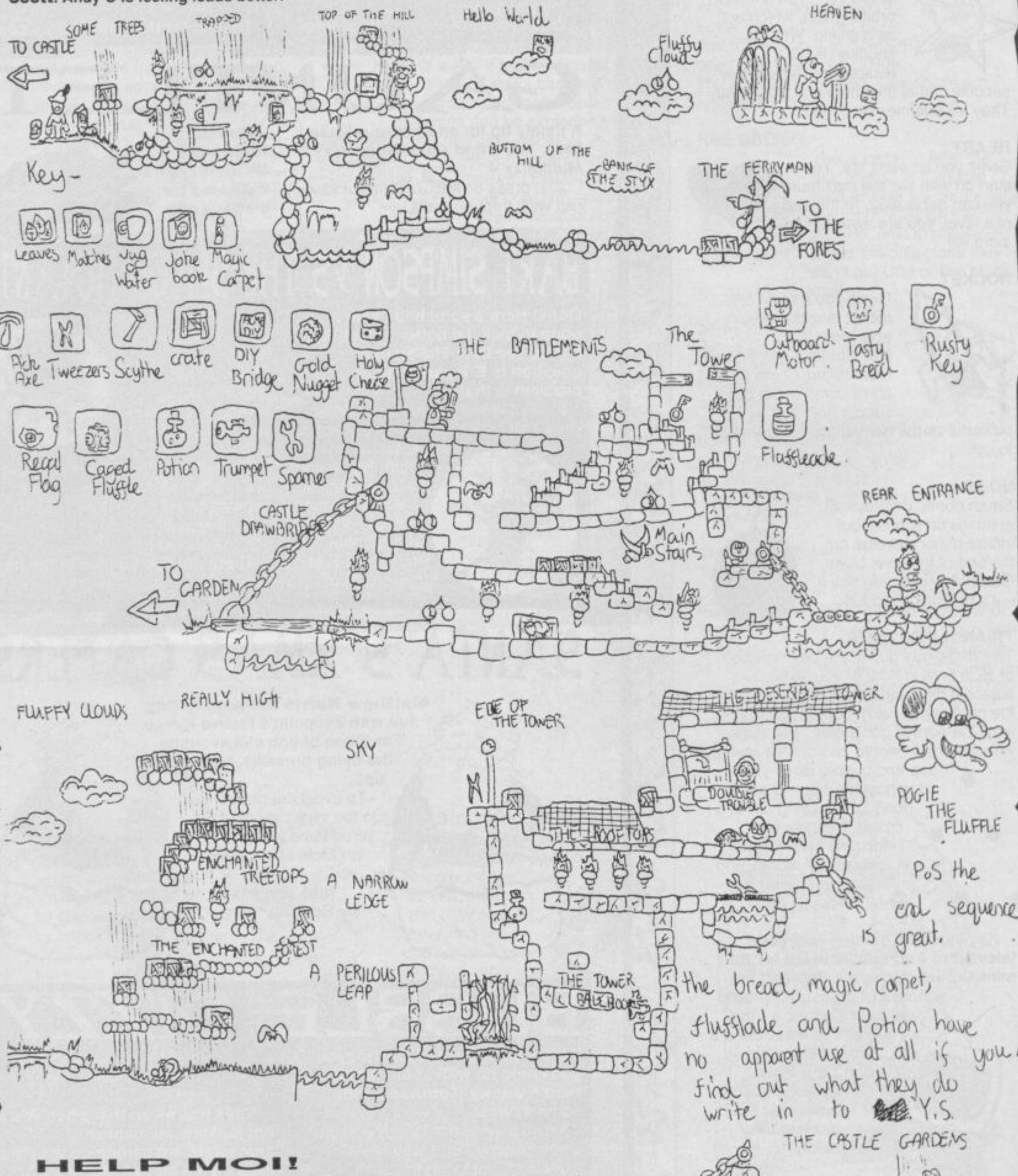
Does this mean that when you're not looking, all manner of characters are getting on with their lives? It's a bit like that old philosophical chestnut – if a tree falls down while there's no one around, does it make a noise? It's a thought. *(Here's another one – you're fired. Ed)*

YS HINTS 'N' TIPS TIPSHOP

DIZZY PRINCE OF THE YOLKFOLK

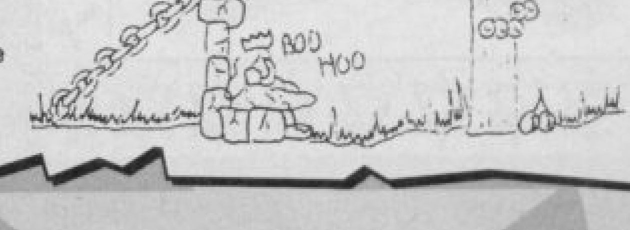
Oh dear, we made a bit of a mistake last month, didn't we Spec-chums? I'm not quite sure what happened, but it was something to do with the fact that Andy O fell down the stairs. Y'see, the doctor suggested that he rest his sore arm by standing on his head.

This strange cure worked wonders for Andy's arm but it did more than a little harm to his head. Instead of slotting in a map of *Prince Of The Yolkfolk*, he decided to go for the map of *Bubble Dizzy*. So here's the real *Prince Of The Yolkfolk* map by Graeme Scott. Andy O is feeling loads better.



HELP MOI!

What do you do in *Spellbound Dizzy* after catching a firefly and lighting up the dark, spooky cave? There doesn't seem to be anything else that kills the bats. Also, how do you get by the Killer B's? Please help me!



PRACTICAL POKES

Good old Mr Pokey, he's such a nice chap that people send him letters by the wheelbarrow-load. Here's a few of them...

There's a fair amount to plough through this month – anonymous hackers, unanonymous hackers and another rip-off merchant. Let's go.

THE UNANONYMOUS BIT

Richard 'Not Anonymous And Proud Of It' Swann has absolutely pounded me with stuff this month – more listings than I know what to do with. So I'll stick them here instead.

TECHNICIAN TED

First up is a hack for this re-release, which will give you infy lives and time, immortality and the ability to walk through walls (if you're into that sort of thing). To write this, Richard had to crack the original version of the Search loader and, knowing how long it takes to get through, I'm giving him the coveted Hacker of the Month title for it.

```
10 REM Tech Ted by Rich
20 FOR F=23296 TO 1E9
30 READ A: IF A<>999 THEN POKE F,A:
NEXT F
40 RANDOMIZE USR 23296
50 DATA 221,33,203,92,17,224,2
60 DATA 62,255,55,205,86,5,48,241
70 DATA 62,195,50,146,95,33,29,91
80 DATA 34,147,95,195,21,95,62,201
90 DATA 50,146,95,33,33,0,34,147
100 DATA 95,62,195,50,195,131
110 DATA 33,55,91,34,196,131,33,107
120 DATA 5,201,62,195,50,90,140
130 DATA 33,72,91,34,91,140,33,189
140 DATA 77,195,67,140
150 DATA 33,24,81,34,178,172: REM
INFY LIVES
160 DATA 175,50,114,171: REM INFY
TIME
170 DATA 62,10,50,112,186: REM
IMMORTAL
180 DATA 175,50,95,186: REM WALK
THROUGH WALLS
190 DATA 195,101,170,999: REM END
MARKER
```

SPLIT PERSONALITIES

Not one to let sleeping dogs lie, here's another dig at the long-defunct Haxby Hackers, whose uncrackable protection system gets cracked for a second time. The version on this game was unfinished, Richard – I'll be impressed if you can get through the game decrypter on *Star Wars*!

```
10 REM Schizo by Rich
20 FOR F=65408 TO 65451
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 65408
50 DATA 243,49,255, 255,221,33
60 DATA 25,160,17,223,2,62,255
70 DATA 55,205,86,5,48,241
80 DATA 205,126,162,221,33,0,64
90 DATA 17,128,191,62,199,55
100 DATA 205,147,161,33,63,2
110 DATA 34,125,212,195,170,209
```

THE ANONYMOUS BIT

Another massive wodge of POKEs from the blokes in Scotland, and another rainforest surgically removed to provide enough paper for them to send it to me. Before I get going on this month's bunch, a reminder that an sae to Gerard Sweeney at 34 Garngour Road, Lesmahagow, Lanarkshire, Scotland ML11 0EU will get you DETAILS of their POKE tape (like how much it costs) – not a copy of the real thing! (I don't even think it's been finished yet!) Now the numbers...

LA POLICE DEPT

Annihilation seems to be the order of the day this month – these two (one for 48K, one for 128K) give you infy energy, ammo, fast bullets and the choice of how many horrible bad guys to kill.

```
10 REM LAPD 48K by HA
20 CLEAR 24499: LOAD ""CODE
30 LET A=24539
40 READ B: IF B=999 THEN RANDOMIZE
USR 24500
50 POKE A,B: LET A=A+1: GOTO 30
60 DATA
175,50,158,212,50,177,224,50,206,225:
REM INFY ENERGY
70 DATA
175,50,65,196,50,232,211,62,80,50,78,19
6: REM INFY AMMO
80 DATA 175,50,244,211: REM INFY
FAST BULLETS
90 DATA 62,X,50,52,195: REM REPLACE
X WITH ENEMY TO KILL (1-255)
100 DATA 195,174,194,999: REM END
MARKER
```

```
10 REM LAPD 128K by HA
20 CLEAR 24499: LOAD ""CODE
30 LET A=24565
40 READ B: IF B=999 THEN RANDOMIZE
USR 24500
50 POKE A,B: LET A=A+1: GOTO 30
60 DATA
175,50,158,212,50,177,224,50,206,225:
REM INFY ENERGY
70 DATA
175,50,65,196,50,232,211,62,80,50,78,19
6: REM INFY AMMO
80 DATA 175,50,244,211: REM INFY
FAST BULLETS
90 DATA 62,X,50,52,195: REM REPLACE
X WITH ENEMY TO KILL (1-255)
100 DATA 195,166,194,999: REM END
MARKER
```

GILBERT - ESCAPE FROM DRILL

The unanonymous anonymous fellas also sent a 128K version of this routine, but didn't finish it off – so this is for 48K mode only.

```
10 REM Gilbert 48K by HA
20 LOAD ""CODE: LET A=26055
30 READ B: IF B=999 THEN RANDOMIZE
USR 26E3
40 POKE A,B: LET A=A+1: GOTO 30
50 DATA 62,182,50,107,111,50,137,111:
REM INFY TIME
60 DATA 175,50,164,118: REM INFY
SNOT (BLEURGH!)
70 DATA 62,24,50,43,129: REM ALWAYS
COMPLETE SUBGAMES
80 DATA 195,128,108,999: REM END
MARKER
```

TITANIC BLINKY

Most of you seemed to like this game – and this routine shouldn't take longer than a couple of seconds to bang into your Speccy, so what are you waiting for?

```
10 REM Titanic Blinky by HA
20 LOAD ""CODE
30 POKE 24829,251: POKE 24830,201
40 RANDOMIZE USR 24800
50 POKE 60735,0: REM INFY LIVES
60 POKE 60113,0: REM INFY ENERGY
70 RANDOMIZE USR 6E4
```

WHAT TO DO

I haven't explained this for yonks – and herds of letters from newcomers testify to the need to stick it in again.

Simply select BASIC (if you've got a 128) then type in the listing for the game you want exactly as printed. Save it to a blank tape for future use. Now delete any lines if you don't want the effect they have on the game (for example, delete line 60 of the *Titanic Blinky* hack if you want infinite lives but not infinite energy) then RUN the program. Rewind your game tape and play it from the start (the program will load it for you automatically). Once loaded, it will start as normal but with the POKEs firmly in place.

RIP-OFF OF THE MONTH

Phillip Lock of Leamington Spa should hang his head in shame – not only did he send me an exact copy of the *Impossaball* hack I wrote for Smash Tips yonks ago, he even had the cheek to send me the intro and notes I wrote for it too – word for word! Slapped wrists are well in order, I think.

TATTY BYES

Time to go and code another tape, so's you can read the goss. I know how much you love hearing about my incredibly exciting life. It really is quite wonderful. Ahem! Send your unripped stuff to me, Jolly Jon North, at PP, YS, 30 Monmouth Street, Bath, Avon BA1 2BW.

Anything printed wins its sender a badge or something equally disappointing. *(Disappointing? Those badges are the epitome of style and elegance. Sort of. Ed)* Anything ripped wins its sender a month of embarrassment in front of thousands of people. See you in the scrolly.

YS HINTS 'N' TIPS TIPSHOP

MURRAY MOUSE SUPERCOP

Michael Robinson's been burning the midnight oil again. Here for your delectation and delight is the complete solution, with map, to the Codies' latest caper. Clip on those furry ears and scamper this way...

Lx2, pick up sewer key, Rx4, use sewer key on sewer entrance, it opens. Now in sewer pick up plank, R. Jump past torch with switch (making sure you don't jump into flame). Block vanishes, R, collect sharp saw, Dx2. Collect first mouse villain and woodworms, Ux2, Lx3, D.

Use the plank so it bridges across gap in platforms, U. Collect pickaxe, D, R, D and use wooodworms on wooden door so they eat it. R, collect cheese and second mouse villain, flick left-hand torch switch and two blocks apear. Ux3, Lx2, D and use sharp saw where you put the plank.It cuts through, you drop to floor, R, collect the third mouse villain, L and use pick axe on the block – it vanishes.

L, there is a switch but don't flick it, go to the edge of platform and jump across water. Then go to every close edge of this platform (as if you're in mid-air) and jump left. Do same again to jump last water, L, go up to fat mouse and give him the cheese – he strollls away.

L, U, Rx4 and collect the fourth mouse villain. L, U, L from bottom platform of four leading to Mr Wormy jump right to flick switch. This opens the door, U, R flick second switch to the right. This makes a block appear, jump up under it and keep jumping right. A message appears, press 'M' and keep jumping right. You should make it across the gap that appears in the floor, collect the spider, drop through gap, collect frog's legs, jump from platform to flick right switch and back again.

This makes a block to the left vanish, jump from the right edge of the block you're on to the left through the gap. L, U, R, flick the first switch on the right now the floor disappears. D, collect the newt's eye, L, D, Rx2, wait until the moving platform is on the floor and jump on it. Jump off this screen to the left and you should flick a switch. This makes four blocks appear, collect the fifth mouse villain and climb up onto these blocks.

L, go through the gap in the wall that appears. You are now back in the sewer part where the saw was, U, flick the switch. A block to the right vanishes, go through this gap jump onto the cauldron. Drop in the frog's legs, the newt's eye and the spider.

This makes three blocks vanish, L, D, go back to get the shovel and the password which is in front of Mr Wormy. Then go back up to the cauldron room. U, L, U, R collect the telescope, L, climb to top of platform and use the telescope. This makes a star come closer. Jump on this, jump R onto the other star, jump L and hit your head. Fall down, when falling you will see a passcard in a cloud. Collect this, R, D, you are now back on the surface in the mushroom patch.

Rx4, down the sewer entrance, R, U, R, U, L, U and jump onto the star. Jump L onto other star, then R onto other. Jump up – you are now on cheesy moon. Rx6, drop down into moon, Rx2, jump across the gap in the floor and collect the sixth mouse villain.

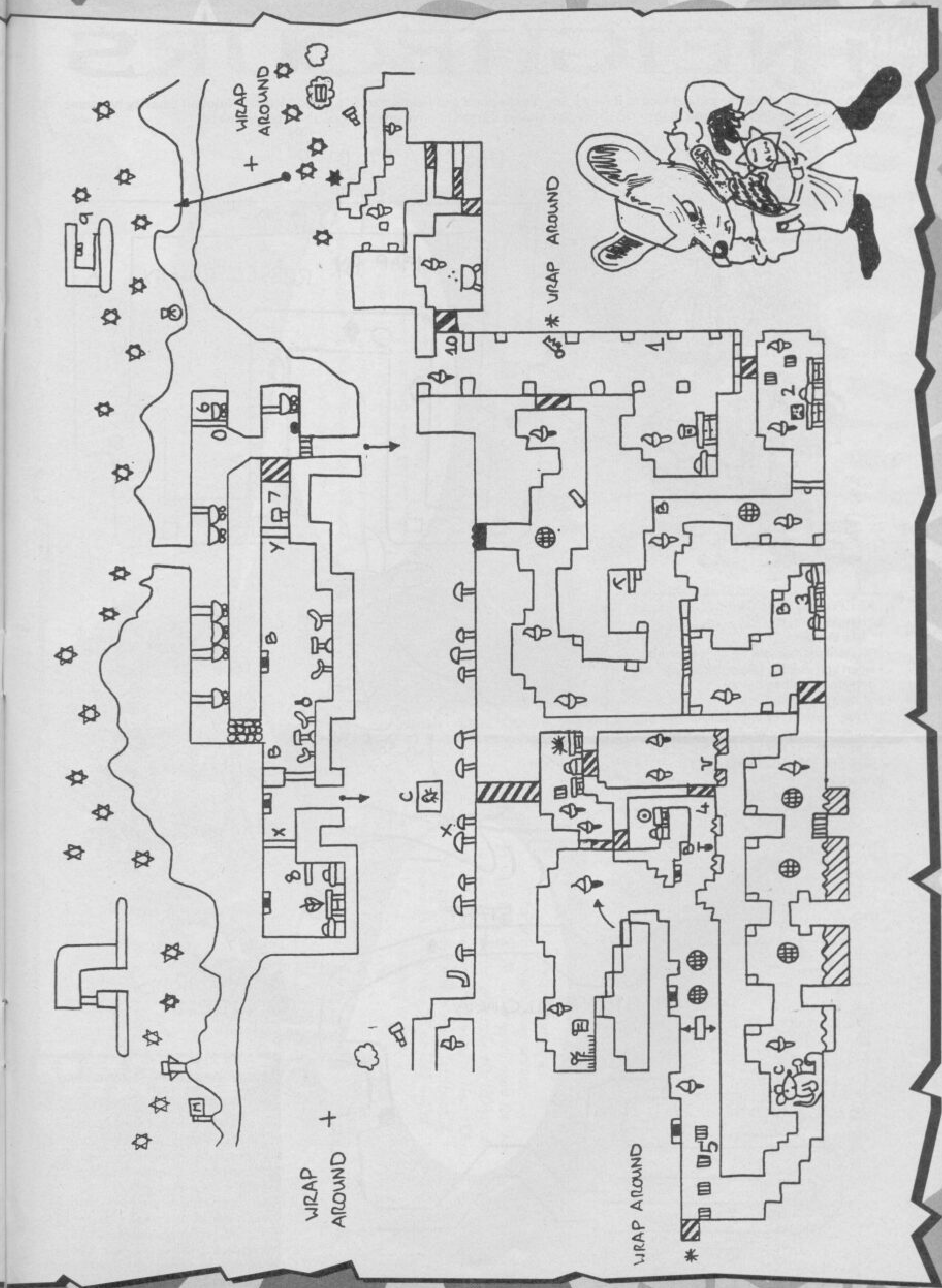
Jump back over gap, Lx2, use shovel on rock blockage, D, R, use passcard on door and collect the seventh mouse villain. Go R (through a secret door), collect the rock, Lx3, U, use password on the door – it opens. Collect juicy leaf as you drop down on it. R, D, you are now back on the mushroom patch. Rx2, down sewer, go to Mr Wormy and give him the juicy leaf. He tells you to use the rock by the flag on cheesy moon.

Go to cheesy moon via the stars again and use the stone by the flag. It flies off into space and hits a passing rocket. This crashes and kills all the mouse astronauts. Climb on this and jump onto the the star to the left. Collect this ninth mouse villain and leave cheesy moon. Go back to the entrance to the cauldron room and you'll find the last of the ten villains. You've saved the moon. Hurrah!

Hurrah! And let's say it again, altogether now – hurrah! *(That's enough hurrahs. Ed)* **Oh, and thanks for the Push Pop, it kept me happy for all of half an hour and left a pleasant orange smell wafting around my desk. It was lush!**

THE KEY

X - START
- MUSHROOMS
- SEWER KEY.
C - CREATURE (HARMLESS)
- SEWER ENTRANCE.
- A PLANK
- TORCH WITH A SWITCH (FLAME KILLS YOU)
- TORCH (FLAME KILLS YOU)
- BLOCK THAT VANISHES
- SHARP SAW
- PLATFORMS
1 - 10 - THE MICE VILLAINS (IN ARREST ORDER)
- BEDSIDE DRAWERS
- BED
- WOODWORMS
- CAULDRON
- PICKAXE
B - BAT (HARMLESS)
- PIPE GRILLS.
- WOODEN DOOR
- CHEESE
- BLOCK THAT APPEARS.
- WATER (KILLS YOU.)
- FAT MOUSE.
- MOVING PLATFORM
- LIGHT
- SLIME (HARMLESS)
- SHOVEL
- NEWTS EYE
- PASSWORD
- MR. WORMY
- SPIDER
- FROGS LEGS
- STAR
- STAR THAT COMES CLOSE
- TELESCOPE
- CLOUD
- PASS CARD
- MOONDUST
- FLAG
- CRASHED ROCKET
- MINECAR
- BOILED EGG
- A ROCK
- POISON
- TABLE
- CHAIR
Y - PASSCARD DOOR
X - PASSWORD DOOR
- DOOR (OPENS)
- JUICY LEAF
- ROCK BLOCKAGE
- WANTED SIGN.

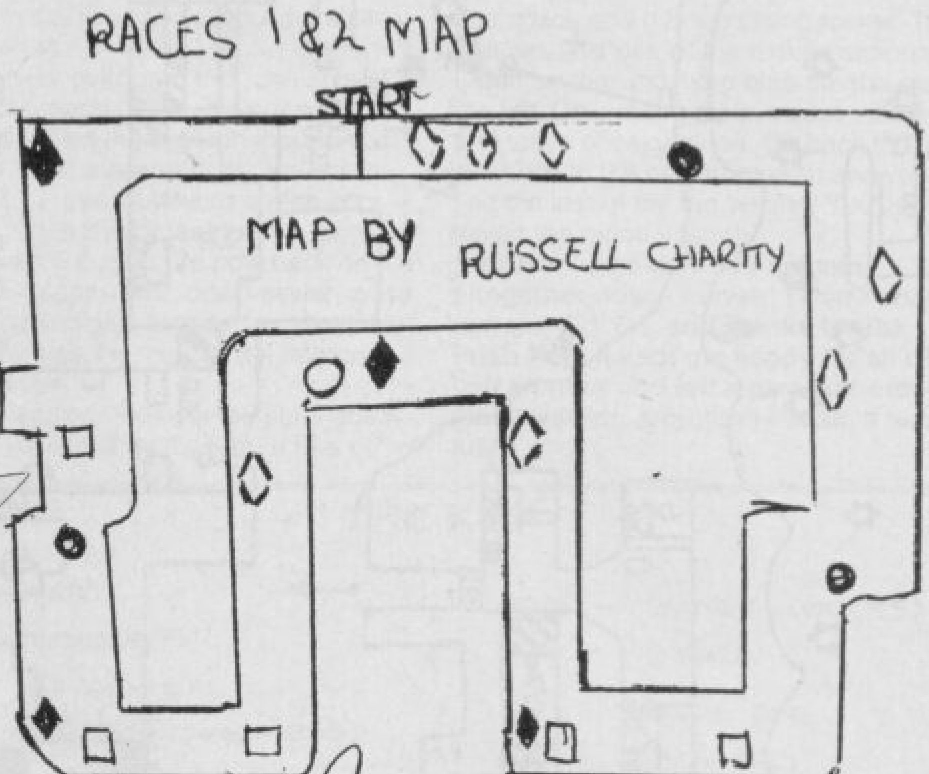

WRAP AROUND
WRAP AROUND
WRAP AROUND
WRAP AROUND

NEIGHBOURS

YS HINTS 'N' TIPS TIPSHOP

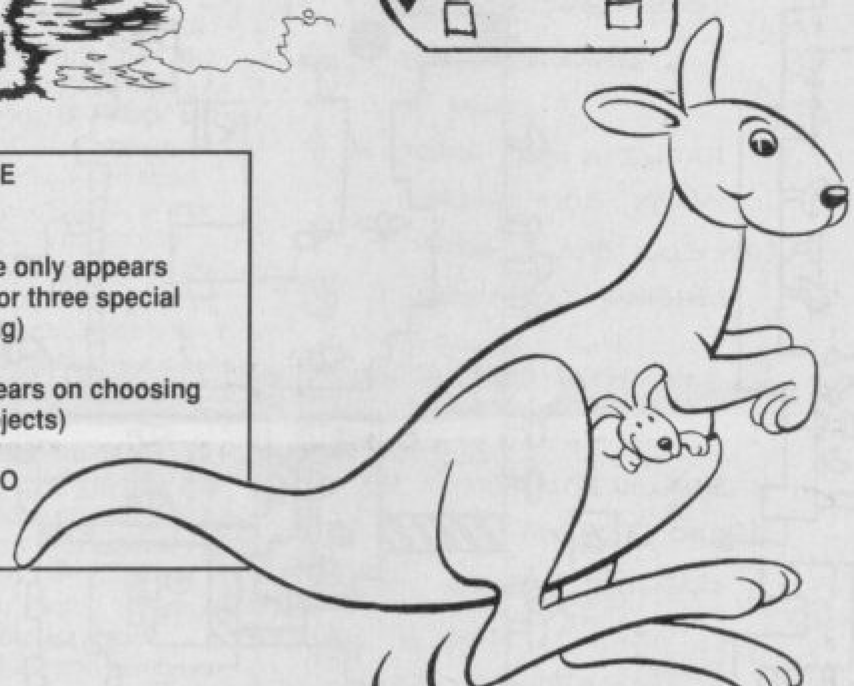
Choose your character and get racing. Ramsey Street's the place and Neighbours is a fabbo TV show. **Russell Charity** has some help to offer for the first two levels. Bagsy I'm Henry. I've always wanted to drive one of those sit-on lawnmowers!



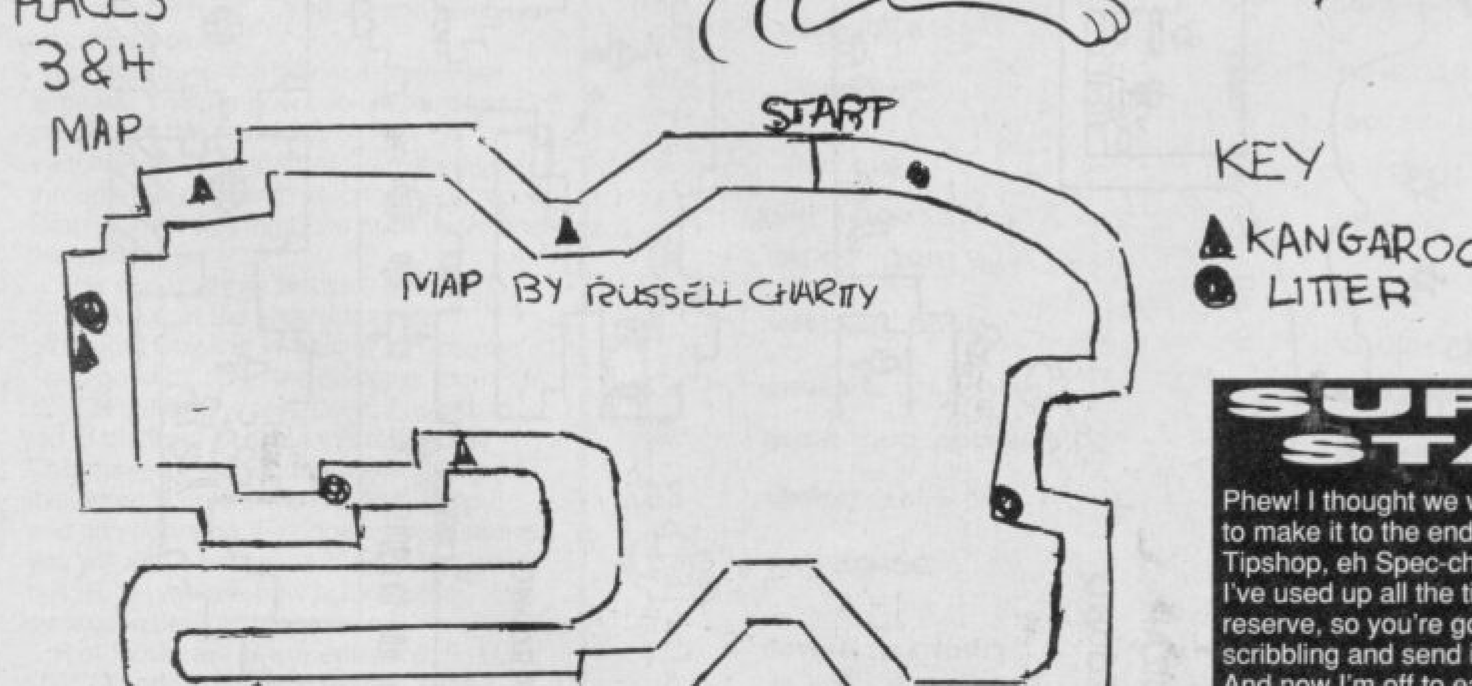


KEY FOR COURSE ONE
* Harold Bishop
* Mrs Mangle
* Harold Bishop (but he only appears when you choose two or three special objects at the beginning)
* Litter
* Litter (but it only appears on choosing two or three special objects)

KEY FOR COURSE TWO
* Kangaroo
* Litter







SUPER STAR

Phew! I thought we were never going to make it to the end. What a big Tipshop, eh Spec-chums? Thing is, I've used up all the tips I had in reserve, so you're going to have to get scribbling and send in loads more. And now I'm off to eat my broccoli and red cabbage (with apple and potato). And after that I'm going to get on a bus and go and see Heavenly. Have fun, I know I will. "He looks so cute in his boots, pointed ankle-highs."


INDY COOKS!!
After a hard day out maiming the third reich, there's nothing I like better than hanging up my whip and doing some cooking. My friends and I would like to introduce you to our Jackboot Pie, take it away guys. Oh and remember kids, Smart guys don't wear snorkel jackets.
Damn you Klaus, you forget the whipping cream. Ah, hello kids. Right, what you'll need for this pie are: 10oz (250g) of butter, 8oz (200g) of plain choocolate digestive biscuits, 16oz (400g) can condensed milk, a mean left hook, 2 bananas (sliced) and 5fl oz (125 ml) of whipping cream.

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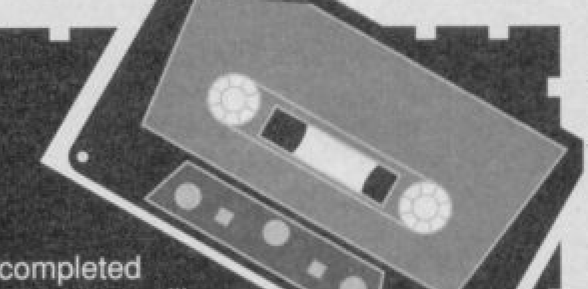
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GACPAC

By now, a lot of you will have become rather good at using *GAC*, the sponkadicious graphic adventure creator that we gave away with issue 73. If you haven't got ish 73, just fill in the coupon at the bottom of this page.

Done that? Jolly good. Now, what you may or may not know is that a group of *GAC* users wrote a series of utility programs to make the package even better. Naturally, we here at YS just had to get hold of those utilities, so we sent our spies out across the length and breadth of the country. (Actually, we gave Jon a bus ticket to Walmington and told him to get on with it.) Eventually we tracked down what's probably the last copy in Specdom, and after a bit of a chat the authors agreed to let us pop it on the tape. So without further ado, let's introduce you (ta-daa!) to the *GACPAC*.

It's a suite of six dandy utilities that speed up, compact and generally jolly up your *GAC*'d adventure. It comes as three separate files – *GACPAC* itself comprises *Compact/Speed*, *Optimise*, *Edit Fast Verbs* and *Word Check*, and is used to diddle around with the adventure data in sundry interesting and revealing ways. The second program, *The Extractor*, enables you to have a look at other *GAC*'d games. *The Finisher* is concerned with how the



completed adventure will look. To use any part of *GACPAC* you'll need your adventure saved as a normal *GAC* datafile. USE A COPY OF THE DATAFILE, NOT THE ORIGINAL, as *GACPAC* often makes major changes to the files. Right, that's the public warning over with – let's get stuck into the *PAC* itself. Tally ho!

GENERAL COMMANDS

● Save your adventure as a normal datafile. ● Then quit out of *GAC* and load *GACPAC*. ● On the main menu, use keys Q and A to highlight an option, then O to select it.

● If at any time you want to return to the main menu, press X.

● To start with, there's no datafile in memory, so you can't choose any of the utility options. Simply select Load Datafile, and start your *GAC* datafile tape. Just as a reminder, the *PAC* will display the name of your file on the screen.

COMPACT/SPEED

To save memory on your adventure, this utility looks at *GAC*'s vocabulary tables and removes all the words you didn't use in your game. In addition, to speed up the adventure response time it reorganises *GAC*'s word table. With the amount of work it's doing, you should expect to wait a minute or two for *Compact/Speed* to finish squeezing your data. Don't worry – it hasn't crashed! This option doesn't affect the adventure datafile, so you can use it at any time. Just crunch your file and save it out again, all ready to be loaded back into GAC.

OPTIMISE

Best used near the end of an adventure when you need space for a few more pictures, this option changes the datafile in four major ways.

● It removes unnecessary ENDs from the conditions.

● It changes as many numbers in the conditions as it can for rooms. For example, if the condition IF (VERB 10)... WAIT END is local for room 10, *Optimise* will change it to IF (VERB ROOM)... WAIT END. Every such change saves you a byte.

● It removes the spaces after punctuation marks. After highlighting this option, you can press any or all of the **. , : – ? !** keys. This bit of nifty finger-work dictates which punctuation marks you want compressed.

● It rearranges the verb, adverb and noun tables to speed up the game's response time. If you reload the datafile into *GAC* after using this option, the vocabulary won't be in alphabetical order. So let's be careful out there, eh?

EDIT FAST VERBS

GAC keeps a list of verbs that it first responds to. These are pre-defined as NORTH, SOUTH, EAST, WEST, GET, DROP etc, but with this handy option you can change the Fast Verbs to anything you wish. The current list is displayed on screen – use keys Q, A, I, P and ENTER to select a word, then edit it in normal *GAC* fashion. Interestingly, the words in the list don't have to be verbs – you can enter nouns or adverbs if you want to. Be sensible though – don't pop in words which players may only use a few times. And make sure you edit the word list before you run *Compact/Speed* or *Optimise*.

WORD CHECK

This option lists all the words you have used in your adventure, as well as the number of times they appear. Use Q and A to select a word, holding down SYMBOL SHIFT to flip through the pages. Alternatively, press L to list from a specific letter. If you spot a mistake, press ENTER to edit the word. Should you wish to erase the word altogether, just press ENTER. Finally, run *Compact/Speed* or *Optimise* to remove the misspelt words from the word table.

Right – that was *GACPAC*. The other two programs load separately...

THE EXTRACTOR

This loads in an unprotected *GAC* game and digs out the datafile bit so you can look through it. Load up the prog and start the game tape. *The Extractor* will then, um, extract the datafile and save it out – all ready for you to load into *GAC*.

THE FINISHER

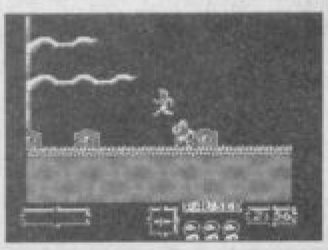
This enables you to add a loading screen and font (a brand-new character set) tto your adventure. You'll find a font creation program on the old Speccy *Horizons* tape. Alternatively, any half-decent art package will be sure to contain one. And hasn't Program Pitstop printed a few over the years? After you've chosen which format to save your adventure in, *The Finisher* will prompt you to load each bit of code in turn and then save them all out as a continuous whole. Press ENTER to make another copy.

WHAT A BARG!

Summertime, summertime, summer, summer, summertime! Hurrah – summer is here! And what better way to celebrate the advent of sunny, carefree days than by locking yourself in your bedroom and playing a load of Speccy games? With the seemingly unstoppable spread of budget software, we here at YS thought it would be quite a wheeze to sort out the brass from the dross. So take your seats and upset your neighbour's popcorn as JON PILLAR whisks you with shameless bias through a roundup of the best £3.99ers around.

PLATFORM GAMES

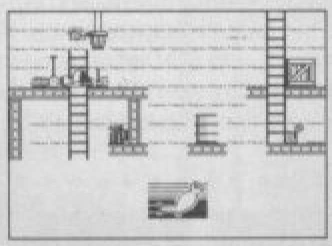
5. Ghouls 'n' Ghosts
Kixx/Issue 76
Some of the smoothest scrolling on the Speccy complements a game of bewildering toughness. Smashingly challenging gameplay awaits the hardened soul who dares cross swords with *Ghouls* – it's hard but reasonably fair, and the 128K soundtrack is a blast.



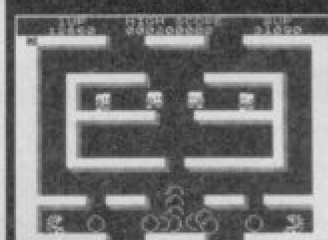
4. Auf Wiedersehn Monty
Kixx/Issue 18
The mighty mole's finest hour, this game combines collecting skills with lateral thinking as you leap all over Europe in an attempt to escape the law. Cunningly addictive with a fair spread of incredibly bad puns. Wünderbar.



3. Popeye 2
Alternative/Issue 65
Put simply, *New Donkey Kong.* A three-level vertical-scroller, *Popeye 2* is brimming over with fun. All the strip characters are in the game, wandering in and out of the action as you battle ever upwards. A snazzy, slapstick corker of a game.



2. Bubble Bobble
Hit Squad/Issue 69
Playability overload in this classic arcade conversion. The best two-player game of all captures the feel of the original perfectly. With 100 single-screen levels the game harkens back to the straight playability of the good ol' days. *Nearly* unbeatable.

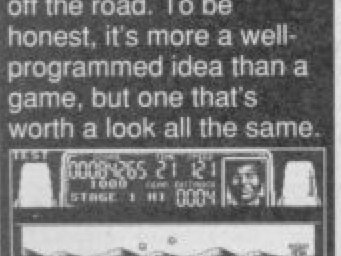


1. The New Zealand Story
Hit Squad/Issue 70
A close-run thing, but I reckon *NZS* finishes just ahead. The graphics are brilliantly simple – yellow backgrounds, with line-drawn sprites – and the depth of the game is amazing. Fabulously playable, and you'll be plugging away for ages.

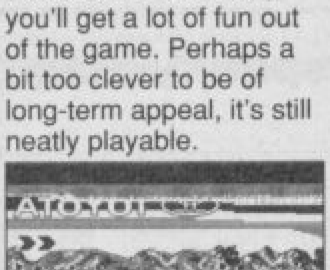


DRIVING GAMES

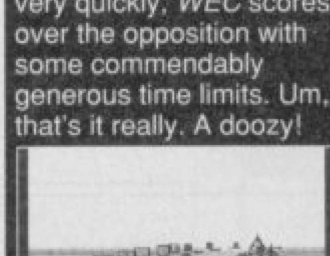
5. Chase HQ
Hit Squad/Issue 73
A staggeringly flashy racer, with zappo graphics and a thumping 128K soundtrack. It was amazingly popular, mostly due to your being able to ram the bad guys off the road. To be honest, it's more a well-programmed idea than a game, but one that's worth a look all the same.



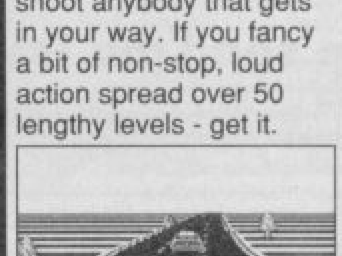
4. Toyota Celica GT Rally
GBH/Issue 76
The most realistic racer of 'em all, reflected in the whizzy 3D through-the-windscreen viewpoint. Once you get the hang of the sensitive controls, you'll get a lot of fun out of the game. Perhaps a bit too clever to be of long-term appeal, it's still neatly playable.



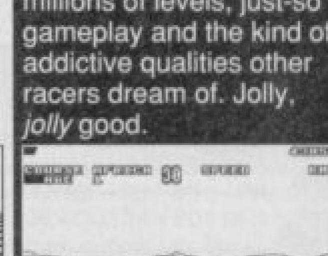
3. WEC Le Mans
Hit Squad/Issue 63
Don't get put off by the horribly boxy graphics – beneath 'em there's a formidably playable racer struggling to get out. Simply a case of driving around a set of courses very quickly, *WEC* scores over the opposition with some commendably generous time limits. Um, that's it really. A doozy!



2. Road Blasters 128K
Kixx/Issue 34
Sadly, *RB128* has been tarnished by the yuckiness of the 48K version. It's a blazingly fast racer with the added attraction of being able to shoot anybody that gets in your way. If you fancy a bit of non-stop, loud action spread over 50 lengthy levels - get it.

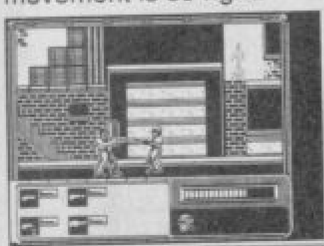


1. Super Hang-On
Kixx/Issue 59
No contest. This motorbike game rips the opposition off the road at the first turn. What's it got? It's got the lot – gosh-wow quality, fall-off-your-seat graphics, millions of levels, just-so gameplay and the kind of addictive qualities other racers dream of. Jolly, *jolly* good.



SHOOT-'EM-UP GAMES

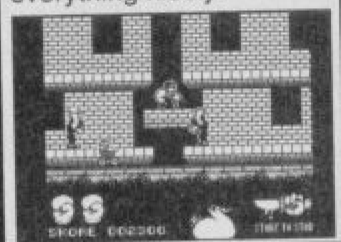
5. *Robocop*
Hit Squad/Issue 75
Forget the follow-ups (please, forget the follow-ups) – the original game is brilliant. Super-smooth 8-way scrolling and a silky spread of gameplay types add up to a stonker of a game. Maybe a bit easy, but immensely satisfying and loads of fun. And the Robocop movement is *so* right.



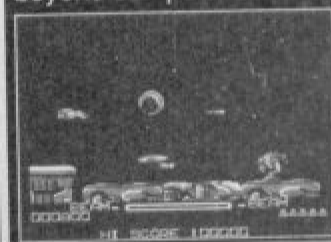
4. *Dan Dare*
Virgin Mastertronic/Issue 11
Completely clashless graphics vie with suspenseful gameplay as you dash about trying to disarm the Mekon's flying bomb. The whole thing's played against the clock and there are lashings of snazzy comic strip effects. Mad action all the way.



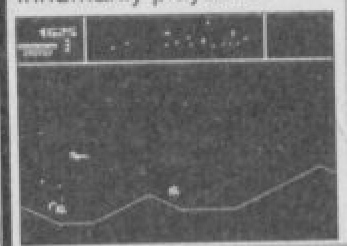
3. *Cobra*
Hit Squad/Issue 49
A triumph of the Speccy film licence. *Cobra* takes an age-old Stallone murder movie and translates it into a bright and boppy platformy blasterama. It's compulsive stuff, and the tremendous colour scrolling and globs of black humour top off everything nicely.



2. *R-Type*
Hit Squad/Issue 61
What can you say about this game that hasn't already been said? How about 'crimplene', or perhaps 'spatula'. Ahem. With its fast, full-colour and strikingly large graphics, *R-Type* is *the* game to show off your Speccy. It's blastin' to the max and squelchy beyond compare.



1. *Guardian 2*
Alternative/Tragically, never reviewed!
The simplest and most addictive game around – no surprise, as it's a near-perfect conversion of *Stargate*, the sequel to *Defender*. Just fly around a scrolling planet protecting your chaps from a horde of hyperactive baddies. Inhumanly playable.

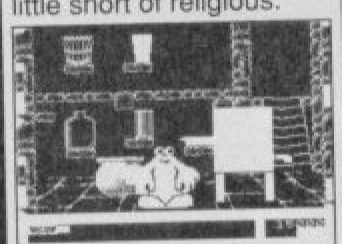


PUZZLE GAMES

5. *Myth*
Kixx/Issue 78
Featuring quite possibly the best ever animation on the Speccy, this huge traipse through history scores highly in every department. It works brilliantly as both a tricky collect-the-object puzzler and a simple zap-the-baddies fight game, which can be no bad thing. Magic.



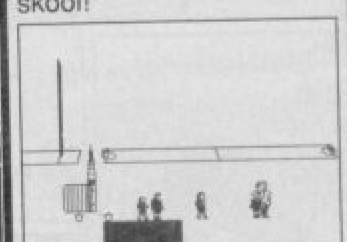
4. *Trap Door*
Alternative/Issue 63
Amazo visuals front one of the most frustratingly playable games around. As Berk you have to bake a load of ghastly grub for 'Im Upstairs without making a hash or getting fired. The puzzles are classically nasty, but the sense of achievement when you solve 'em is little short of religious.



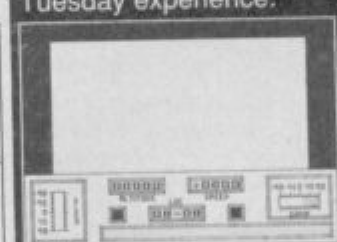
3. *Head Over Heels*
Hit Squad/Issue 56
It seemed that *Knight Lore*-ish games had gone just as far as possible when Ocean scampishly loosed this 'un. *Head* boasts two characters to control and puzzles that only one or the other, or both working together can solve. A surprisingly big playing area and a satisfyingly full game.



2. *Back to Skool*
Alternative/Issue 12
A gem of a game which almost defies categorisation. As Eric the rebellious schoolboy you have to bash up your pals, bowl over your teachers and release frogs in the neighbouring girls' school. Terrifically funny, with packets of clever puzzles. Down wiv skool!

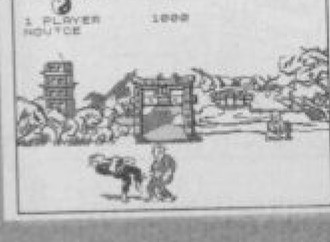


1. *Mercenary*
Novagen/Issue 67
Mercenary is just about as perfect as any Spec release can hope to be. It's a 3D vector trade/explore/shoot-'em-up that plays over a whole world. With thinky bits, shooty bits and hundreds of other bits, it's less a game, more a staying-up-all-night-even-though-it's-Tuesday experience.

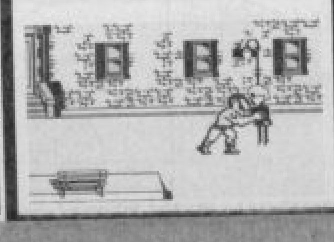


BEAT-'EM-UP GAMES

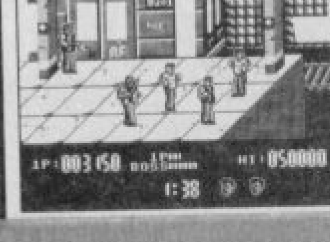
5. *Way Of The Exploding Fist*
Virgin Mastertronic/Issue 53
The program that stamped the beat-'em-up into Speccy culture, *WOTEF* still hangs together well as a game. Naturally best with two players, it's one of the few games to be made by the FX – they sound horribly painful.



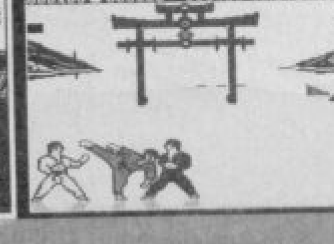
4. *Street Hassle*
Virgin Mastertronic/Issue 51
The authors of *WOTEF* went a bit funny one weekend and came up with this OTT fight game. You play Underwear Man and have to battle a bunch of complete loonies. The special moves are just plain silly, and the whole thing is preposterously addictive.



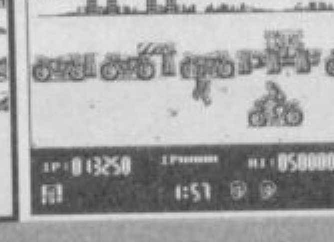
3. *Renegade*
Hit Squad/Issue 50
Designer violence on yer Speccy. Punch, flying-kick and knee your way through five villain-packed levels. People have complained it's too easy, but it's a splendid way to pass an afternoon without bothering your brain. If only it had a two-player option, he mused impishly.



2. *IK+*
Hit Squad/Issue 27
In quite possibly the most clever move ever in the history of the universe, *IK+* took the two-player fight game and introduced... a third player. At last you could double-team the Speccy, or more likely, double-cross your pals. Thwackingly good fun, even in one-player mode.



1. *Target Renegade*
Hit Squad/Issue 61
Well, it's *Renegade* with two players. Need I say more? Okay, the levels are huge, there are weapons to snaffle, and the final baddie has a gun. Put it this way – after three years and as many attempts, the *Double Dragons* are still nowhere near as good as this game.





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by Phil
ONE MORNING AT THE BANK...
EH?
I SAID, NEXT PLEASE!!
YOU'RE QUIDS IN WITH DOGGS BANK
WHAM!
NOBODY MOVE! THIS IS A STICK UP!!
HANDS ABOVE HEADS YOU SKUZZBALLS AN' HAND OVER THE CASH!
BLAM
EY?
ARE YOU DEAF?!? I SAID HANDS ABOVE HEADS, BALDY!!
UM, YEAH, RIGHT. WHATEVER YOU SAY.
WHAT?!?, EY! I'M TALKIN' TO YOU!!
DO YOU MIND?, I'M TRYING TO READ.
DO NOT PUSH YOUR LUCK MATE!
MM? WHAT DID YOU SAY?
WHAT THE HELL'S THIS? 'YOUR SINCLAIR'?
EXCUSE ME, I WAS READING THAT.
SNATCH!
THIS IS A LIFE OR DEATH SITUATION AN' YOU'RE READING A COMPUTER MAG!!!
WHAP!
I'LL GIVE YOU 9☆⚘@*!£#! 'YOUR SINCLAIR!'
BLAM! BLAM! BLAM! BLAM!
HELP!
SOMEONE CALL THE
UH, BOSS I DON'T FINK YA SHUDDA DUN DAT.
SEETHE!
SNARL!
FUME!
OH DEAR.....
BOOM!
AARIEEEE!!!
MERCY! MERCY!
BANK
KRAK!
KRASH!
BASH!
OOF!
AAAAAAAAAA!!!
AAAAAA!
SMAK!
OUCH.
DON'T HIT ME! DON'T HIT ME!
BANG!
I TOLD YOU WE SHOULD'VE DUN A POST OFFICE B*.S.
SORRY.
SHUT UP!!
POLICE
© Phil '92 DRAWINGS LTD.
PHIL

PLAY THE GAME?



Back in our March issue we asked you if you wanted to see software houses continuing to *Support Our Speccy*. Well, we've been in touch with the companies on our hit list and they've revealed that the response has been pretty incredible.

In fact, we've got some brilliant news for you all. One of the software houses who got the most letters (we're talking a thousand of them) was Gremlin. At first they weren't too happy; but then we wanted to annoy them, so that's alright.

However, Ian Richardson at Gremlin has decided to call the Your Sinclair bluff. He's lined up an incredible offer for all Spectrum owners and it's giving you lot the chance to pump a bit of life into the faltering Speccy scene.

At the base of this page you'll find a coupon, all you've got to do is fill in your name and address and send it off to us. We'll then pass on all those coupons to Gremlin and if they get enough then they'll convert *Nigel Mansell's Grand Prix* to the Speccy. What's more, all of the coupons will go into a hat and five of you will win a brilliant signed photo of Nige himself.

Gremlin, like the other software houses, had announced that they were pulling out of the Speccy scene. But! The YS Support Our Speccy campaign has cast the seed of doubt in their minds. If you want to see this game come out on the Speccy then fill in the coupon. More to the point, if you're going to BUY the game then fill in the coupon. If you were thinking of sending it off so that the game appears and then just pirating your mates copy of the game, don't bother. We're here to encourage the production of Spectrum games, *not* the pirate scene.

Right, there you have it. If you care, then fill in the coupon. If you don't give a damn then leave it where it is. It's all up to you now.

Dear Gremlin,

I'd just like to thank you for all the ace Speccy games that you've released in the past. I'm really looking forward to playing *Nigel Mansell's Grand Prix* on my Spectrum so please, please, please will you release it.

I'm sure lots of people will buy it, I know I'd like to.

Thankyou,

(Signed)

Name ....

Address ....

....

.... Postcode ....

Cut out this coupon, put it in an envelope, stick a stamp on it and send it off to Save Our Speccy, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

TO PROTECT AND SERVE

Got a problem? Get it solved! With

ADAM WARING SPEC TEC



Collars up and trilbys down for Public Enemy number one. Yep, it's Spec Tec. Hurrah!

I'm lying low at the mo. I've had a bit of a cash flow problem recently, see. I hadn't been robbed last month when all my fixtures and fittings had gone missing, all my possessions had just been repossessed. Well you know how it is, it was a choice between paying the rent or getting a new car. Desperate times, I'm afraid.

So the landlord's on my back, and he has very persuasive means of getting what's his. Looks like I'm gonna have to keep a low profile until things quieten down a little...

THE GAME'S OFF

I've got a problem, but never mind about that right now. I also have a difficulty with my 128K+ Speccy.

Ever since I've owned my computer I've had problems with certain 128K games such as *Gunship, Wonderboy, Hard Drivin'* and, ooh, squillions of others. Every time I load these up in 128K mode the game gets as far as selecting controls and things, and then either crashes or I'm greeted by our old friend, the 'C 1982 Sinclair Research' message. *(Ain't no friend of mine. Ad)* Well, I'm quite peeved. All of these games work in 48K mode, but if I'd wanted that, I'd have bought a 48K, wouldn't I?

Please help me, or I feel I shall cry. Can this problem be solved or do I need to fork out more wonga to keep my ever-faithful (ha!) Specco on the road?

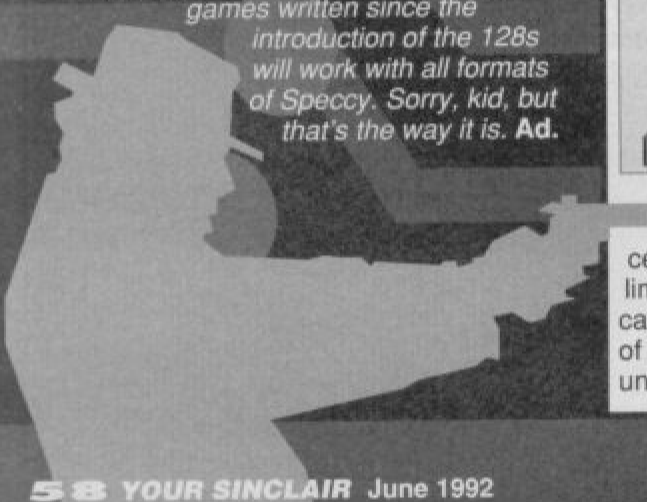
Please I beg you, you're the only man who can help me. If you do I might even send you a Tortured Turnip album. (Available from all good record stores or, alternatively, the house I live in.)

Leroy Bagwell
Newton Poppleford, Devon

I can't offer any solutions to this one, Leroy, only answers. But please, I beg of you, keep that Tortured Turnip to yourself.

When the 128K Speccy was introduced, it suffered a lot from software compatibility. Because certain changes had been made in the machine's specifications, a lot of older software simply would not work with it.

Programmers have ensured that all games written since the introduction of the 128s will work with all formats of Speccy. Sorry, kid, but that's the way it is. **Ad.**

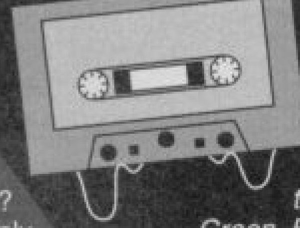


MONITOR THE RESULTS

I have just acquired an Amstrad CTM644 monitor which I would like to connect up to my Speccy +3. I am familiar with the wiring of the 8-pin RGB socket at the rear of the Speccy. Is the monitor compatible and if so how do I rewire the 6-pin RGB plug and single jack plug to the 8-pin RGB socket? (The jack plug has 12 volts on it.)

Terry Adams
Hillingdon, Middlesex

The Speccy works perfectly well with the Amstrad monitor, but you need a cable to link the two (if you're dangerous when armed with a soldering iron, get one wired up for you by a radio repair shop).



Ignore the 12-volt jack plug – this is used to power the Amstrad's built-in disk drive. You only need to worry about five of the six pins. The ones that you're interested on are Red, Green, Blue, Sync and Ground. Follow the diagram of the wiring of the Amstrad socket and you should soon be watching a crystal clear, flicker-free screen. **Ad.**

VIEWED FROM THE REAR



PIN 1	RED	PIN 4	SYNC
PIN 2	GREEN	PIN 5	GND
PIN 3	BLUE	PIN 6	LUM

THE WORD ON THE STREET



I am, to say the least, in a bit of a fix. I have recently bought a printer for my semi-brilliant Spectrum 128K +2A. However, to my severe and distinctly pathetic disgust, I discovered that my old *Tasword 2* failed to work on my Speccy. Thus I went like a good little Your Sinclair buyer to find a shop/company etc who sold the new version of *Tasword +2*. "Yikes!", I yelled. The aliens must have landed and being the bored green things they are, took all known copies of Your Sinclair to YSurn – the last turn off before Alpha Centauri.

I know it's dangerous and you may not come back alive, but could you please, please, please etc... put me in touch with somewhere or indeed someone who can sell me a copy of *Tasword +2* or have the green aliens penetrated down south as well?

A Wilkinson
Coaltown of Balgonie, Fife

I have my suspicions that one member of the YS team isn't who they claim to be at all and has, in fact, been taken over by something not of this Earth. Their master plan is to one day infiltrate the highest levels of our government.

I don't know who it is, yet, but there's a trail of green slime all over the office

SAM NEWS

The latest utility for the SAM Coupé has just hit the streets. It's known as *Pro-Dos*, and emulates the CP/M 2.2 environment.

CP/M is an operating system which allows any program written under CP/M to run on any computer.

The program's have to conform to certain rules to retain compatibility, limiting their graphical and sound capabilities, but there are literally hundreds of programs out there that already run under the environment.

Minimum requirements are a 256K Coupé, with at least one disk drive. It formats disks to 706K and uses the remainder of Sam's memory as a RAM drive; 124K on a 256K machine, rising to 380K with the higher-specification 512K model.

The producers reckon it's 99% compatible with CP/M utilities that they've tested with. The package comes with a 68 page manual and a sample disk of public domain utilities is available.

The *Pro-Dos* package costs £28 +£2 p&p, and is available from B.G. Services, 64 Roebuck Road, Chessington, Surrey KT9 1JX. Tel: 081-397 0763



Speccy's keyboard. Nasty cold you've got there Maryanne. Anyway it's been a tough assignment, but I've got you an address which should get you what you want. It's the secret HQ of Tasman software, producers of the Tasword programs for the Speccy. Call 'em on 0532 438301 **Ad.**

IN THE PINK

This is the first time I've written to you *(Hey, there's no need to be coy, let it all out. Ad)* and I hope you can help me with these few questions.

● In many games you often see the colour pink. How can you get that colour?
● Is there an equivalent listing for a FOR...NEXT loop in machine code?
● How do you incorporate graphics or a new character set into a whole machine code program? I'm having to load mine as separate data files.
● What's a Vector Table?

That's all for now. Thanks! *(Well, actually it wasn't, but we want to get to the end in this lifetime, don't we readers? Ad)*

P Lock
Leamington Spa, Warks

● *Pink, nice colour. Matches my bathroom. Although the Speccy has just eight colours, you can give it the appearance of having more with a technique known as stippling.*

This involves printing dots of different colours closely together. The dots are arranged in a chessboard pattern, and are so fine that they appear to merge into one another creating a new colour.

To get a pink square on screen, try this:

```
10 FOR N=0 TO 7
20 READ A:POKE USR "A"+n,a
30 NEXT N
40 PRINT PAPER 7;INK 2;CHR$ 144
50 DATA 170,85,170,85,170,85,170,85
```

It sets us a user-defined graphic with a stipple pattern, and then prints it in white and red, making pink.

● *There's nothing so complex as a FOR... NEXT loop available from BASIC, but if you want to perform an action a set number of times then here's a simple routine to do it:*

```
      LD    BC,500   ;Repeat 500 times
NEXT  PUSH  BC       ;Save our number
      ...your bit of code...
      POP   BC       ;Get it back again
      DEC   BC       ;Subtract 1
      LD    A,B
      OR    C        ;Have we reached zero
      JR    NZ,NEXT  ;If not, then loop back
      RET
```

● *I'm assuming that you've drawn your graphics and save them as one file and assembled your code into another one. Right, lets say your code starts at 32768 and is 1K long and your graphics are 2K long. What you need to do is load them into memory together and save them as a larger file:*

```
10    CLEAR 32767
20    LOAD "CODE" CODE 32768
30    LOAD "GRAPHICS" CODE 33792
40    SAVE "PROGRAM" CODE 32768,3972
```

● *A vector table is a list of numbers used in games like shoot-'em-ups to provide a smooth flight path for sprites. You know how in maths a sine wave provides a nice smooth curve? Well getting the nasties to follow lines makes it look good. But to calculate these values each time the computer needs them would slow a game down to much, so instead, they're pre-calculated and stored in a table. All the computer then has to do is look up a value from this table, making it nice and fast.* **Ad.**



A COLLECTION OF CASES CRACKED

STOP IN THE NAME OF THE LAW

Many people have written in to you about breaking into programs. The Break key can be disabled, but people can still break in using STOP in an INPUT command. This makes the keyboard lock up if the program stops or is broken into:

POKE 23626,255

This makes it impossible to alter, or even look at, the program.

Diarmid McKenzie
Birmingham

AND THERE'S MORE

In February's issue you wanted to know how to stop programs being broken into. It's simple, type the following into the first line of your program and it's break-proof:

POKE 23659,0

Make sure you don't have any Scroll? statements appearing while the program is running, and don't use the INPUT command, use INKEY$ instead.

John Giles
Stockport, Cheshire

...AND MORE

In response to Mark Flemming's problem in issue 74 about STOP being used to get into a program, it can be paralysed with this command:

POKE 23614,0

Timothy Gawthorpe
Kingstanley, Gloucestershire

There you go three for the price of one. Whadaya mean ya want a prize each? Oh well, I'll see what I can do... **Ad.**

THE ULTIMATE TEST

If anyone would like to know how to access the Speccy +3 test page just follow these simple rules.

● Reset the computer and hold down the break key to get the colour code up.
● Hold down 'Q', 'A', 'Z', 'P', 'L' and 'M' at the same time. You will then have entered the test page in which you can test the keyboard, printer etc.

Viktor Morgan
Ellesmere Port, Cheshire

Nice trick, Vik. There's a little something on its way right now. **Ad.**

I EXCLAIM!

In the Feb ish Ian Hewett wrote in about the RAM disk built in the 128K machines. However a '!' must be included before the filename. This is how the program should be:

```
10 LOAD "filename" SCREEN$: REM Load screen from cassette
20 SAVE !"filename" SCREEN$
30 CLS
40 PAUSE 0:REM Wait for a key press
50 LOAD !"filename" SCREEN$
```

You can get rid of the file with ERASE !"filename"

Arron Fitzgerald
Swindon, Wilts



Thanks for clearing that up. You'll be handsomely rewarded. **Ad.**

YOU KNOW WHERE TO FIND ME

Gulp! I can't really talk now on account of being strapped to a chair and a light shining in my eyes. Guess this means I must have been found out when sleeping in my brand new Cadillac. Pity about that – it was a nice car. Still, I guess I can get a little of the money I owe from the scrap metal merchants.

I've been given a month to clear the debt. I'm gonna have to turn to you, pals, to help me out. Donations of £10 notes will be gratefully received. Alternatively, I guess sending me some questions to answer could do the trick instead...

Looks like you'll have to keep those letters flooding in. Get 'em to me fast at: **Adam Waring, Spec Tec, *YS*, Future Publishing, 30 Monmouth Street, Bath BA1 2BL.**

Thanks pals, I'll see you around...



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20 IN TRANSFORM STORAGE BOX £55

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HAYLP!



Sit down and make yourself feel at home. Hutch and Linda will be along in a moment with steaming mugs of advice.

UPGRADE TO BOREDOM

My family are seriously considering buying a crappy Amiga. I know they will not be pleased with it when they buy it. The reason they might get it is because my Speccy nearly always breaks down. Please can you tell me how to stop them. I don't want any rubbish about "keep your Spectrum and let them buy the Amiga" because I want our money to properly used.

Carl Morris
Cardiff

Hutch says: *You say that you want your money to be used properly, yet your Spectrum keeps breaking down and must therefore be costing your parents money. If it breaks down just four or five times then the repair money could probably have bought an Amiga already. The other alternative is to buy yourself a second hand Speccy. There are loads of them around, many in brilliant condition and at knock down prices.*

Linda says: *If it really is 'your' money then of course you should have a say in how it's spent. On the other hand, if it's your parents who have been paying the Speccy repair bills then maybe you should let them decide how to spend their own money.*

BUTT OF A JOKE?

As with all people who write to this column, I have a problem. I hang out with about five boys from my school. Now, you are probably wondering what's wrong with that. Well they like me and all that, but they call me certain names, and whenever I tell a groovesome joke they just say "That was really funny. Haha!" really sarcastically.

The obvious advice is that they aren't my friends so I should just tell them to go away. But I know they are my friends because I am often invited round for dinner. If I tell them to go away they will just tell everyone that I am a stupid prat and no-one will like me.

What shall I do?

Joe 'Farty' Bloggs
Hartlepool

Hutch says: *This kind of thing happened to me all the time when I was at school. There was this group of lads who I really wanted to hang around with, but they used to take the mickey out of me for absolutely no reason. I soon found out that the only reason they tolerated me was because they needed a kind of scapegoat, someone on whom they could heap derision.*

The thing is, this kind of behaviour isn't friendly, irrelevant of whether you're getting invited around for dinner or not. If you choose not to hang around with them, then the other members of the group will start picking on someone else. The other alternative is to play them at their own game. When they make a joke, laugh sarcastically and then tell them how it feels when that happens all the time. If they carry on, find some other friends, it's their loss, not yours.

Linda says: *By calling you names, all your friends are doing is showing off to other people in the group. If you can put up with this sort of behaviour, then fair enough. They'll probably grow out of it in a couple of years time anyway. If it really gets you down then you really have to ask yourself if these friends are worth it.*

Another thing, if these boys do tell everyone that you're stupid - how many people will believe them? Do you really think you'd be completely friendless without these people? I don't think so.

LOVE AT EVERY SIGHT

A few weeks ago, this girl called Catherine joined a club I go to. When she was waiting to join I had to give out some drinks, in fact I had to go past her every trip I made. The thing is, I couldn't take my eyes off her. I see her six days a week, so it's hard not to see her. The problem is I like her, but I don't know whether she likes me or not. Haylp!

A puzzled YS reader
Dorset

Hutch says: *It's really tough trying to work out if a girl likes you. You're going to have to get to know her a bit better. Start off by simply smiling at her and then when you're walking past her try saying hello. Once you get past this stage you'll find it a lot easier to start chatting to her properly and thus ascertain whether she fancies the Nikes off you. This way, neither of you end up embarassed and you'll have learnt a lot about talking to girls in the process.*

Linda says: *How many girls do you talk to during the course of the day? Think about it, it's probably loads more than you think. So, unless you want to make it dead obvious that you fancy her, you'd better say something to her. Who knows? She might even say something back.*

BUT HOW WILL I KNOW?

I am having this problem about love and I wondered if you could haylp. You see, there's this girl called Valerie and I think I love her, but other people just think it's 'puppy love', and I keep asking people for advice on how to get a girl to like someone. I read your article on love in the March issue and I want to be friends with her, only I am a bit shy, so can you tell me how to start being friends with the opposite sex, without annoying or offending them. The biggest problem is that Val is bit on the shy side too, and we get a bit embarassed when we meet in public. So, shall I go around her house and sing sloppy love songs or what? I mean what do they want of a guy? What are the signs that a girl fancies you?

An anxious YS fan
Blackpool

Hutch says: *Ah, the embarassment problem. If you keep going bright red when Val walks in the room and your throat goes all dry so that you can't speak, then you're not going to get too far. As I said in the reply to the puzzled YS reader from Dorset, try saying hello and building things up from there. Don't go rushing around to her house pledging your troth to her because that's far more likely to scare her off. If you can, try and see her somewhere completely unthreatening like the local shopping centre. Girls are just as apprehensive about relationships as boys, so if you can convince them that your intentions are honourable then you'll be alright. However, unless you start communicating with her, nothing will happen.*

Linda says: *I fell in love when I was twelve and a year later he moved to the Isle Of Sheppey. I thought I'd never fall in love again. I thught I'd found the love of my life once but I'll never really know cos we never spoke.*

Unless you speak to Valerie, you could spend the rest of your life regretting it. Oh, and you can always tell a girl fancies you if she blushes and runs away when she sees you, or if her friends nudge her and giggle whenever you're near.

There, that wasn't so bad was it? If things are getting you down and you need to tell somebody about it, remember that we're here. Write to *Haylp*, Your Sinclair, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.



CRAIG BROADBENT has recently discovered a peculiar penchant for Macaroni Cheese, luckily this hasn't stopped him from typing in those cheesey lists.

First of all I'd like to say how impressed I was by the amount of mail I got this month – well done to all involved. And keep it up! This month's lucky winner is **Paul Wardle** for his lovely print routines. As for the rest of you, don't despair – there was so much good stuff sent in that some of it may well see the glossy pages of YS in a future issue. I actually picked out three programs for this month's pitstop, but there was absolutely no way they'd fit in. So you'd better tune in next month, hadn't you?

42 AND 64

by Paul Wardle

What's so special about *42 And 64*, then? Well, as any fule kno, 42 is the answer to Life, the Universe and Everything. 64 is a somewhat inferior Speccy rival whose manufacturers were eventually forced to start making 16-bit computers in order to make a living. More to the point though, *42 And 64* are two lovely, smashing, great etc print routines that ennable you to print text in 42 columns, 64 columns or Tasword.

The machine code listing is the one that does all the work. For *42* it takes a string, chops two columns out of each character and prints the remainder whilst attempting to reconfigure the attributes as it does so. (Although, obviously, it can't change the position of the attribute grid.) Paul also refers me back to a similar routine in YS29 which was written by the then presenter of Pitstop – David McCandless. Paul goes on to say that *42* is dead useful for tables and stuff because it doesn't do proportional type and the caps are printed the same width as lower case letters.

64 works in a slightly different way, it has a whole new 4-pixel wide character set contained within the Hex. Also, both routines can be printed on the bottom two lines without any of that funny #1 business.

How it works

It's so simple! All you have to do is type in LET z$="a sentence" and then RANDOMIZE USR 60000 for both routines, If you're really fussy you can put co-ordinates in as well, in the form LET z$ = CHR$ 22+ [y co-ord] + "a sentence". Alternatively, you could set up a function to do the donkeywork of fitting the co-ordinates in, just take a look at the demo listing for more details.

For *42*, the screen is 42 wide by 24 deep; and for 64 it's *64* across by 24 down. You can also insert a CHR$ 13 to do the same as an ENTER. And remember, you don't affect the AT position by clearing the screen.

Techy bits

Paul has also sent in a run-down of the code bits. *42* is split into four parts...

60000 – 60092: Main handling routine, checks for control codes and prints the string on the screen.

60093 – 60311: This routine forms the new 6-bit wide characters and alters the colours to match the text. The y,x co-ordinates and eight bytes of workspace are located at the end of this chunk.

60312 – 61407: The data showing which columns to chop out of each character.

60408 – 60455: The completely redefined characters %, &, 0, T, Y and ©. These just look daft with columns cut out.

64 is split into three similar parts:

60000 – 60092: Handling routine, same as the one for 42.

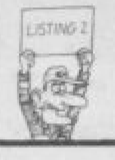
60093 – 60229: printing routine accesses the new 4-bit wide character set and alters the colours. Contains the y,x co-ordinates at the end.

60230 – 60613: The data containing the new character set. To save memory, each byte contains two characters. Characters can be retrieved using the formula Address = Base + 8* (Code-32)/2. The remainder following the division gives the position of the character within the single byte, found by examining the carry flag.

LISTING 1

42 BASIC

```
  5 DEF FN a$ (y,x)=CHR$ 22+CHR$ y+CHR$ x
 10 CLS
 20 LET z$=FN a$(0,0)
 30 PRINT AT 5,0;
 40 REM Form number bar
 50 FOR a=0 TO 41:LET z$=z$+STR$ (a-10*(INT
 (a/10))):NEXT a
 60 LET z$=z$+CHR$ 13+CHR$ 13
 65  INK 3
 70 RANDOMIZE USR 60000
 80 REM Print Character Set
 90 LET z$=""
100 FOR a=32 TO 127:LET z$=z$+CHR$ a:NEXT a
110 PRINT z$''''
120 LET z$=z$+FN a$(10,0)
125 INK 1
130 RANDOMIZE USR 60000
140 REM The main demo
145 INK 0
150 RESTORE 230
160 FOR b=0 TO 4
170 READ z$
180 IF b <1 THEN PRINT z$
190 RANDOMIZE USR 60000
200 NEXT b
210 INK 2:RANDOMIZE USR 60000
220 PAUSE 0:STOP
230 DATA "Does all this text fit on a
single line???"
240 DATA FN a$(14,0)+"This  text is condensed
but only offers 10extra  columns. Check  out
my  64  columnprint routine for
more dense text."+CHR$ 13+CHR$ 13
250 DATA "42 was written by Paul (Pembs) Wardle 1992"
260 DATA FN a$(22,0)
270 DATA "We can print 42 cols on lines 22 & 23 too!"
280 INK 0: PAPER 7: BORDER 7: CLS
290 CLEAR 59999
300 LOAD ""CODE
320 GO TO 10
330 SAVE "42DEMO" LINE 280: SAVE "42CODE"CODE 60000,456
```



42 CODE

```
60000: 2A 5D 5C E5 21 BB EA 22  Checksum = 944
60008: 5D 5C CD B2 28 D1 ED 53  Checksum = 1137
60016: 5D 5C D8 23 4E 23 46 23  Checksum = 654
60024: 79 B0 C8 7E FE 80 30 34  Checksum = 1105
60032: FE 16 20 14 EB A7 21 02  Checksum = 765
60040: 00 ED 42 EB D0 23 56 0B  Checksum = 878
60048: 23 5E 0B CD 7F EB 18 0B  Checksum = 742
60056: FE 0D 20 0D ED 5B 8E EB  Checksum = 1017
60064: CD 84 EB ED 53 8E EB 18  Checksum = 1293
60072: 0B FE 1F 38 07 E5 C5 CD  Checksum = 990
60080: BD EA C1 E1 23 0B 78 B1  Checksum = 1184
60088: 20 C1 C9 7A 24 D9 E5 D9  Checksum = 1247
60096: 4F 26 00 6F 11 78 EB 19  Checksum = 625
60104: 7E FE 20 30 0B 11 F8 EB  Checksum = 971
60112: 6F CD 74 EB 44 4D 18 22  Checksum = 870
60120: 11 00 3C 69 CD 74 EB 11  Checksum = 755
60128: 90 EB D5 D9 4F 2F 47 D9  Checksum = 1223
60136: 06 08 7E 23 D9 5F A1 57  Checksum = 735
60144: 7B 17 A0 B2 D9 12 13 10  Checksum = 754
60152: F1 C1 CD 7B EB 1C ED 53  Checksum = 1345
60160: 8E EB 1D 7B CB 27 6F CB  Checksum = 1085
60168: 27 85 6F CB 3F CB 3F CB  Checksum = 1018
60176: 3F 5F 7D E6 07 F5 06 7A  Checksum = 895
60184: CB 2F CB 2F CB 2F C6 58  Checksum = 1036
60192: 67 7A E6 07 0F 0F 0F 83  Checksum = 638
60200: 6F 3A 8D 5C 5F 73 23 F1  Checksum = 888
60208: FE 03 38 01 73 2B 7A E6  Checksum = 824
60216: F8 C6 40 67 E5 D9 E1 D9  Checksum = 1501
60224: 3E 06 F5 0A D9 E5 0E 00  Checksum = 785
60232: 11 FF 03 08 A7 28 0E 47  Checksum = 575
60240: 08 A7 1F CB 19 37 CB 1A  Checksum = 718
60248: CB 18 10 F5 08 08 47 7E  Checksum = 704
60256: A2 B0 77 23 7E A3 B1 77  Checksum = 1077
60264: E1 24 D9 03 F1 3D 20 D2  Checksum = 1025
60272: D9 E1 D9 C9 26 00 29 29  Checksum = 980
60280: 29 19 C9 ED 5B 8E EB 7B  Checksum = 1095
60288: FE 2A 38 03 14 1E 00 7A  Checksum = 527
60296: FE 18 D8 16 00 C9 2A 17  Checksum = 782
60304: 00 10 10 10 10 00 10 00  Checksum = 80
60312: FE FE 50 E0 80 00 01 80  Checksum = 1117
60320: 80 80 80 80 80 80 80 80  Checksum = 1024
60328: 02 80 E0 E0 FC E0 E0 C0  Checksum = 1470
60336: F0 F0 F0 F0 C0 F0 C0 C0  Checksum = 1776
60344: F8 F0 F0 F0 F0 F0 F0 F0  Checksum = 1928
60352: F0 80 F0 C0 F0 F0 F8 F0  Checksum = 1768
60360: F0 F8 F0 F0 03 F0 F0 F0  Checksum = 1691
60368: F0 04 FC E0 FC F0 FC F0  Checksum = 1704
60376: F0 FF 80 FF FF FF FF FF  Checksum = 1898
60384: FF FF FF FF C0 FF FF FF  Checksum = 1977
60392: FF FF FF FF FF FF FF FF  Checksum = 2040
60400: FF FF FF 80 80 FF 80 05  Checksum = 1409
60408: 00 00 64 68 10 2C 4C 00  Checksum = 340
60416: 00 20 50 20 54 48 34 00  Checksum = 352
60424: 00 38 4C 54 54 64 38 00  Checksum = 456
60432: 00 7E 10 10 10 10 10 00  Checksum = 206
60440: 00 44 44 28 10 10 10 00  Checksum = 224
60448: 00 78 84 B4 A4 B4 84 78  Checksum = 1020
```



64 BASIC

```
 5 DEF FN a$ (y,x)=CHR$ 22+CHR$ y+CHR$ x
10 CLS
20 LET z$=FN a$(0,0)
30 PRINT AT 5,0;
40 REM Form number bar
50 FOR a=0 TO 63:LET z$=z$+STR$
(a-10*(INT (a/10))):NEXT a
60 LET z$=z$+CHR$ 13+CHR$ 13
65 INK 3
70 RANDOMIZE USR 60000
80 REM Print Character Set
90 LET z$=""
100 FOR a=32 TO 127:LET z$=z$+CHR$ a:NEXT a
110 PRINT z$''''
120 LET z$=z$+FN a$(10,0)
125 INK 1
130 RANDOMIZE USR 60000
140 REM The main demo
145 INK 0
150 RESTORE 230
160 FOR b=0 TO 4
170 READ z$
180 IF b <1 THEN PRINT z$
190 RANDOMIZE USR 60000
200 NEXT b
210 INK 2:RANDOMIZE USR 60000
220 PAUSE 0:STOP
230 DATA "I wonder if I can get all of this
text onto a singl e line???????"
240 DATA FN a$(14,0)+"This text is  condensed.
but  because :t is  small, it  could bedifficult
to  read. Check out  my  42 column  print
routine forless dense, but clearer text."+CHR$ 1
3+CHR$ 13
250 DATA "  '64' was devised and written by
Paul (Peebs) Ward  ie 1992"
260 DATA FN a$(22,0)
270 DATA " We can print 64 columns
on lines 22 and 23 of the screen too ! "
280 INK 0: PAPER 7:BORDER 7:CLS
290 CLEAR 59999
300 LOAD ""CODE
320 GO TO 10
        330 SAVE "64DEMO" LINE 280:SAVE
"64CODE"CODE 60000,614
```



64 CODE

```
60000: 2A 5D 5C E5 21 BB EA 22  Checksum = 944
60008: 5D 5C CD B2 28 D1 ED 53  Checksum = 1137
60016: 5D 5C D8 23 4E 23 46 23  Checksum = 654
60024: 79 B0 C8 7E FE 80 30 34  Checksum = 1105
60032: FE 16 20 14 EB A7 21 02  Checksum = 765
60040: 00 ED 42 EB D0 23 56 0B  Checksum = 878
60048: 23 5E 0B CD 35 EB 18 0B  Checksum = 668
60056: FE 0D 20 0D ED 5B 44 EB  Checksum = 943
60064: CD 3A EB ED 53 44 EB 18  Checksum = 1145
60072: 0B FE 1F 38 07 E5 C5 CD  Checksum = 990
60080: BD EA C1 E1 23 0B 78 B1  Checksum = 1184
60088: 20 C1 C9 7A 24 D9 E5 D9  Checksum = 1247
60096: D6 20 26 00 1F 6F 3E F0  Checksum = 728
60104: 30 02 3E 0F 29 29 29 11  Checksum = 267
60112: 46 EB 19 D9 ED 5B 44 EB  Checksum = 1178
60120: 08 CD 31 EB 08 1C ED 53  Checksum = 853
60128: 44 EB 1D 47 CB 18 0E 00  Checksum = 647
60136: CB 11 E6 01 A9 4F 28 06  Checksum = 745
60144: 78 0F 0F 0F 0F 47 7A CB  Checksum = 576
60152: 2F CB 2F CB 2F C6 58 67  Checksum = 936
60160: 7A E6 07 0F 0F 0F 83 6F  Checksum = 646
60168: 3A 8D 5C 77 7A E6 F8 C6  Checksum = 1208
60176: 40 67 78 2F 5F D9 06 08  Checksum = 660
60184: 7E D9 CB 41 28 04 0F 0F  Checksum = 685
60192: 0F 0F A0 57 7E A3 B2 77  Checksum = 863
60200: 24 D9 23 10 EB D9 E1 D9  Checksum = 1198
60208: C9 ED 5B 44 EB 7B FE 40  Checksum = 1273
60216: 38 03 14 1E 00 7A FE 18  Checksum = 509
60224: D8 16 00 C9 40 17 00 02  Checksum = 528
60232: 02 02 02 00 02 00 00 50  Checksum = 88
60240: 52 07 02 07 02 00 00 25  Checksum = 137
60248: 71 42 72 14 75 20 00 22  Checksum = 498
60256: 54 20 60 50 60 00 00 24  Checksum = 424
60264: 42 42 42 42 24 00 00 00  Checksum = 300
60272: 52 22 77 22 52 00 00 00  Checksum = 351
60280: 00 00 07 20 20 40 00 01  Checksum = 136
60288: 01 02 02 64 64 00 00 22  Checksum = 239
60296: 56 52 52 52 27 00 00 22  Checksum = 405
60304: 55 12 21 45 72 00 00 57  Checksum = 406
60312: 54 76 11 15 12 00 00 37  Checksum = 313
60320: 41 61 52 54 24 00 00 22  Checksum = 398
60328: 55 25 53 55 22 00 00 00  Checksum = 324
60336: 02 20 00 22 02 04 00 00  Checksum = 74
60344: 10 27 40 27 10 00 00 02  Checksum = 176
60352: 45 21 12 20 42 00 00 02  Checksum = 220
60360: 25 57 75 55 35 00 00 62  Checksum = 477
60368: 55 64 54 55 62 00 00 67  Checksum = 555
60376: 54 56 54 54 67 00 00 72  Checksum = 555
60384: 45 74 47 45 42 00 00 57  Checksum = 478
60392: 52 72 52 52 57 00 00 35  Checksum = 500
60400: 15 16 15 55 25 00 00 45  Checksum = 255
60408: 47 47 45 45 75 00 00 52  Checksum = 479
60416: 55 75 75 55 52 00 00 62  Checksum = 504
60424: 55 55 67 47 43 00 00 62  Checksum = 509
60432: 55 52 61 55 52 00 00 75  Checksum = 548
60440: 25 25 25 25 22 00 00 55  Checksum = 267
60448: 55 55 57 27 25 00 00 55  Checksum = 418
60456: 55 25 52 52 52 00 00 77  Checksum = 487
60464: 14 24 24 44 77 00 00 47  Checksum = 350
60472: 41 21 21 11 17 00 00 20  Checksum = 203
60480: 70 20 20 20 2F 00 00 20  Checksum = 287
60488: 56 41 63 45 73 00 00 40  Checksum = 498
60496: 42 65 54 55 62 00 00 10  Checksum = 450
60504: 12 35 56 54 23 00 00 20  Checksum = 308
60512: 52 45 65 43 45 02 00 42  Checksum = 456
60520: 40 66 52 52 57 00 00 14  Checksum = 437
60528: 04 35 16 15 55 20 00 40  Checksum = 281
60536: 45 47 47 55 25 00 00 00  Checksum = 333
60544: 62 55 55 55 52 00 00 00  Checksum = 435
60552: 63 55 55 63 41 41 00 00  Checksum = 498
60560: 63 54 42 41 46 00 00 40  Checksum = 440
60568: 75 45 45 55 22 00 00 00  Checksum = 374
60576: 55 55 57 27 25 00 00 00  Checksum = 333
60584: 55 55 23 51 55 02 00 00  Checksum = 373
60592: 71 12 26 42 71 00 00 20  Checksum = 380
60600: 24 22 23 22 24 00 00 06  Checksum = 181
60608: 29 56 0C 06 09 06 06  Checksum = 166
```

EGGS

Well, I can see the page number looming in front of me. It's time to pack up my tools and lock up the Pitstop for another month. But what an apple pie of a column we've had this month, eh? What's more, next month's is going to be just as full. Hurrah! And how would you like to see the same amount the month after that? You would? Good, just send in those programs and I'll see what I can do. The name's CB and the address is Program Pitstop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.



■ Atari Games Console with cartridge games. Bargain price of £38. VECTREX system (without joystick and games) – £15. **If you're interested ring John (5pm – 9pm) on 081 891 3806.**

■ For sale! Spectrum +3 computer, data recorder, lightgun, Kempston mouse with combination , joystick/mouse interface and a Cheetah 125+ joystick, approx 136 games (on both disk and cassette, all boxed) and some blank disks. All for £250. **Phone Neil on 021 561 1742.**

■ Spectrum +2 for sale with £200 worth of software, Cheetah 125 joystick, RAM interface and over 100 mags. Only £200. **Call Stefan any day on 071 622 8428.**

■ Speccy +3 with lots of games (*Total Recall, Golden Axe* etc) joystick, lightgun, Multiface and mags. Will sell for £200. **Call Rob on 021 745 8893 after 6pm.**

■ Spectrum +3 with leads, Sony cassette recorder, manual, lightgun, two joysticks, 40 magazines and tapes and £300 worth of software (like *Robocop 1 & 2, Sim City , Rainbow Islands* etc). All in excellent condition. Will accept £120. **Call Stefan on 0342 315865.**

■ For sale! Speccy +3 with 10 games and Multiface 3. Offers from £90 upwards. Also, many games for sale – 70p to £5. **Ring 0908 614040 for details.**

■ Spectrum 48K, joystick, interface, all the leads and over £200 worth of games (including *Stunt Car Racer, Robocop, Days Of Thunder* and many more) for sale. Worth £200, will accept £70 for quick sale. **Phone Daniel on 0204 35216.**

■ Spectrum 128K +2 . Excellent condition, includes Genius Mouse and *Art Package*, modem and Speedking joystick, plus 50 magazines and 300 games, including *Shadow Warriors, Batman, New Zealand Story, Crazy Cars 2* and lots more. Will sell for £200 or nearest offer. **Contact Tom on 0428 723261.**

■ For Sale – Spectrum 48K, joystick, tape recorder, 50 games including *Chase HQ, Super Monaco GP, Barbarian* and *Leaderboard*, also includes manual. £50 **Contact John Setford, 0634 715464.**

■ Spectrum 48K, with Tape Deck, 14 games, joystick interface, manual with programs, all leads and joystick £80 ono **Ring Neil on 0827 288063**

■ Spectrum 128K +2, 80 games, light gun, Navigator joystick, mags, *Gold Silver Bronze* sports game, *Hero Quest* and *Stun Runner* £100 ono. **Ring Andi on 0244 536495.**

■ Spectrum+3 with lightgun, tape recorder, joystick, Multiface 3, over £200 worth of games including *FDII, Carrier Command, R-Type* and *Stunt Car Racer*. £170 ono. Also 30 mags, leads and manual. **Contact Paul Carney 0255 221831.**

■ For Sale – Spectrum 48K, with Datacorder, manual, all leads and many mags and about 30 games including *Ghostbusters I* and *2*, in excellent condition. £75 ono. **Tel Jon 0446 796464, it would help if you live in South Wales.**

■ Spectrum 128K +2, two joysticks and over £250 worth of software including *Line Of Fire, Turtles, Wheels Of Fire, Bubble Bobble* and much, much more. Excellent condition, only £150. **Tel Mark 061 3707227.**

■ For Sale – Spectrum +2, excellent condition, joystick, over £1000 worth of software, Datel Sound Sampler, manuals and books. Sell for £300. **Phone 08677 4966 and ask for Joseph.**

■ Spectrum +3, Multiface 3, over 200 great games all on disk, cassette deck,two joysticks, many programming manuals and about 50 Spectrum magazines. Cost over £300, will sell the lot for only £160. **Ring Eddie on 0706 376141 now!**

■ Spectrum +2, with two joysticks and over £200 worth of games. Including *Switchblade, Turrican, Batman The Movie, Dizzy 3.* Complete with all leads, manuals and tape recorder. Good condition, will accept £170 ono. **Phone James on 0742 583215.**

■ Spectrum +2A, Interface, Powerplay joystick, lightgun, over 50 games (including *Ironman, Fiendish Freddie, Dizzy Collection*). Everything still boxed, two years worth of bound YS magazines and Tipshop Tiptionary. Excellent condition. £140 ono. **Phone Scott on 0532 587034.**

■ Spectrum 128K +3, Multiface 3, Matsui ghetto blaster. Loads of games and Tasword +3 and Masterfile +3. Worth over £625 together. All boxed and in good condition for only £500. **Contact Tim on 0485 50201 after 5pm.**



■ I have some Spectrum games for sale like *Turtles, Chase HQ, World Cup Italia 90, Dragon Ninja, Peter Beardsley's Soccer, Star Wars, TNT* and *100% Dynamite* and *Rainbow Islands* for £50 or 1 from £1.99 to £8.99. Worth over £80. **Phone John on 0501 22863.**

■ Wanted – *Robocop, APB, New Zealand Story, Footballer Of The Year 2, European Super League* and *Myth*. Will swap games or pay cash. **Ring Leeds 822904 and ask for Mike.**

■ Spectrum games for sale. I have 22 absolutely brilliant titles including *Kwik Snax, Salamander* and *Outrun*, games are worth £52.83 will sell for a stunning £15. **Phone 07048 79044 after 6pm.**

■ I will swap my *Lotus Esprit Turbo Challenge* for your *Turtles* or *Rainbow Islands* or *Untouchables*. Originals only. I also want *Sim City* and will pay £7 if necessary. **Contact Scott after 7pm on weekdays only. Phone 0382 502081.**

■ For sale: *Rick 2* £6, *Stunt Car Racer* £7, *Batman The Movie* £3 and *Chase HQ* £3, all perfect. **Tel 091 482 5027 ask for Ben.**



Summer's on its way so, if you want to avoid getting a suntan, buy a new Speccy and loads of games. Now you're all set for a summer spent in your bedroom.

■ I will swap my *Magicland Dizzy, Pro Boxing Sim, Spitting Image* and *Barbarian* for your *Viz*. Originals only. **Phone Daniel on 0836 247601 after 5pm.**

■ I will swap my *Turtles, Last Ninja 2, Taito Coin Op Collection* and *R-Type* for *Super Monaco GP, Midnight Resistance* or *Toyota Celica GT Rally*. One for one. **Phone Martin 0706 822332.**

■ Spectrum software: *Viz, Turtles, Golden Axe, Shadow Warriors, Batman, Untouchables, Dragon Ninja, Tin Tin, Stir Crazy* - 128K only. *Total Recall* and *ST Dragon* on +3 disks. *Robocop 1* and *2, Hostages, Platinum Compilation, Dizzy Collection, Arcadia, Barbarian* and *Battle Stations*. Prices from £3. **Call Andrew on 0249 659526.**

■ Games for sale, including *Shadow Of The Beast, European Super League, Football Manager 1* and *2* and Expansion Kit. Will sell for £45 ono, or swap or sell individually. **Phone Robert on 081 460 6713 after 5pm.**

■ For sale: over 100 games including *Strider 2, Rick Dangerous 2, Myth* and *Chase HQ.* **Phone 02302 3711 and ask for James after 4pm.**



■ Wanted! *Bart Vs The Space Mutants* and *Bomb Jack* for *Batman The Movie* and *Double Dragon 1*.**Phone Edward on St Helens 811800.**

■ Has anyone got the full-price version of *Bionic Commando*? I will pay up to £4 or I will just buy 128K tape for up to £3. **Ring Paul on 0902 674034.**

■ Wanted on Spectrum +3 disk – *Spherical* and *Mind Stretchers*. Will pay £10 each. Also wanted! *Masterfile Plus Three*, we can haggle about the price over the phone. **Call Brian on 061 705 1744.**

■ Wanted! A full Plus D system and disks. Also, *Lemmings* and *3D Construction Kit*. I have loads of games to swap for these on disk and tape. Also, I would like the +D for the +3 if possible. **Ring Jack on 0272 247937.**

■ Wanted! *Hero Quest* and *Witchlord* data tape. Also – *Battle Command*. I'm offering *Sim City, Gunship, North And South* and *Operation Thunderbolt*. One for one. **Call 0400 61633 and ask for Dave.**

■ Wanted! A Speccy 48K! Must be complete with all leads and a tape recorder. Give us a call now. **Dial 0427 677358 and ask for Mark.**

■ Wanted! *3D Construction Kit*. Will swap for *Licence To Kill, Red Heat, Barbarian 2, Phantomas, Dizzy, BMX Sim, Fruit Machine Sim* and *Spitting Image*. Plus! Number eight of the *Mag 7*. **Call Danny on 0243 552206.**

■ Wanted desperately – *Match Fishing* (*Jack Charlton*). Prepared to pay £8, ono. Original only. **Telephone Swindon 722582 after 6pm.**

■ Wanted! A Gameboy with all the leads and in good condition. Willing to swap 50 games. **Call Gordon on 041 942 8053 between 4pm-5pm or leave a message.**

■ Wanted – +D drive information! Has anyone out there got any software or hardware for the +D drive. I'll buy nearly anything. **Phone Phil on 0787 277198.**

■ Wanted: any instructions/maps on the game *Nosferatu*. **Phone Graham on Glasgow 6349548.**

■ Wanted – Opus Discovery Disk Drive 1 or 2. Good price paid. **Call Mark on 0604 858291.**

■ I will swap my *Powerdrift, Ghostbusters 2, Crosswize* and *Predator* for *Final Fight, Golden Axe* or the *Power Up* compilation. **Phone Johnny on 021 565 1174.**



■ *Shock!* A new mag on disk containing reviews, tips, compos etc. Plus! Five games for the first five people. **For more info phone Rich on 0460 281711.**

■ *Spectrum Programmer* – the new fanzine for all Speccy programmers. **Call 031 440 1690.**

■ Sinclair Owner – a new tapezine. It includes reviews, previews, tips, POKEs, news and a competition. Just £1 for 36 pages. **Phone Andrew on 051 521 6193.**



■ Katie D – Darling, I love you. **From James Hermuzi.**

■ Having trouble finishing your games? If so contact me cos Ive got hundreds of POKEs, tips and maps. **Call Ben on 051 728 7413.**

■ Z80 programmer must contact fellow coders. **Phone Kev anytime on 0405 765943.**

■ To Marc Newman – I want my games back and your 48K is crap. **Jonathan.**

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It you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon on the back of a postcard to Input/Output, *YS*, 30 Monmouth Street, Bath BA1 2BW. If you are under 18 please ask your parent or guardian to sign the coupon for you, and don't forget to add your phone number. We can't accept any software sales, and this service is only available to private advertisers. Please note – if you are selling any hardware or games please enclose a cheque or postal order for £5.

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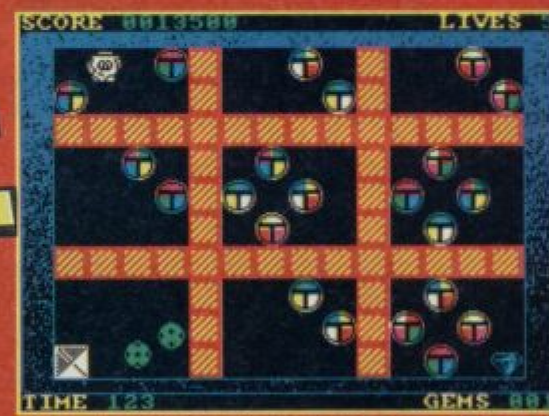
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SNARE



Quite an easy screen this one. Just make sure you jump into the *right* teleport. Got that? You have to pick the *right* one.

ESD/Distributed by Holburn Soft
☎ 0224 592515

In the land of Yurping Likely the ruling elite is held in High Esteem, a small village of tasteful bungalows. The people of the land adored and venerated the aristocracy, and so it came as a complete surprise when someone filched the Princess's priceless diamonds. The ordinary folk maintained that the burglars were a group of passing aliens, but the Royal Guard were having none of this and set fire to a few of them just to teach 'em some manners. This just goes to show how hideously wrong people can be, because the ordinary folk were in fact exactly right. Once everything had been sorted out, the folk of Yurping Likely chose a hero to nip up into the heavens and retrieve the diamonds. Which is where you come in.

Snare is a puzzley game along the lines of that old fave *Boulderdash*. Each of the 30 screens pops you in the middle of a cunningly designed collection of rocks, diamonds and baddies. Within the time limit you have to shift the rocks, avoid the baddies and snatch the gems. Things are made a little more complex by the fact that you can't bash the aliens – and once they get you in their sights, they'll chase you remorselessly. The only solution is to wibble the rocks around, thus snaring the bad guys in corners of the screen. Hurrah!



This one's fun. The skull and crossbones icons actually conceal quick-fuse bombs. Just make sure you trigger the *right* bomb. *(Oh no. Ed.)*

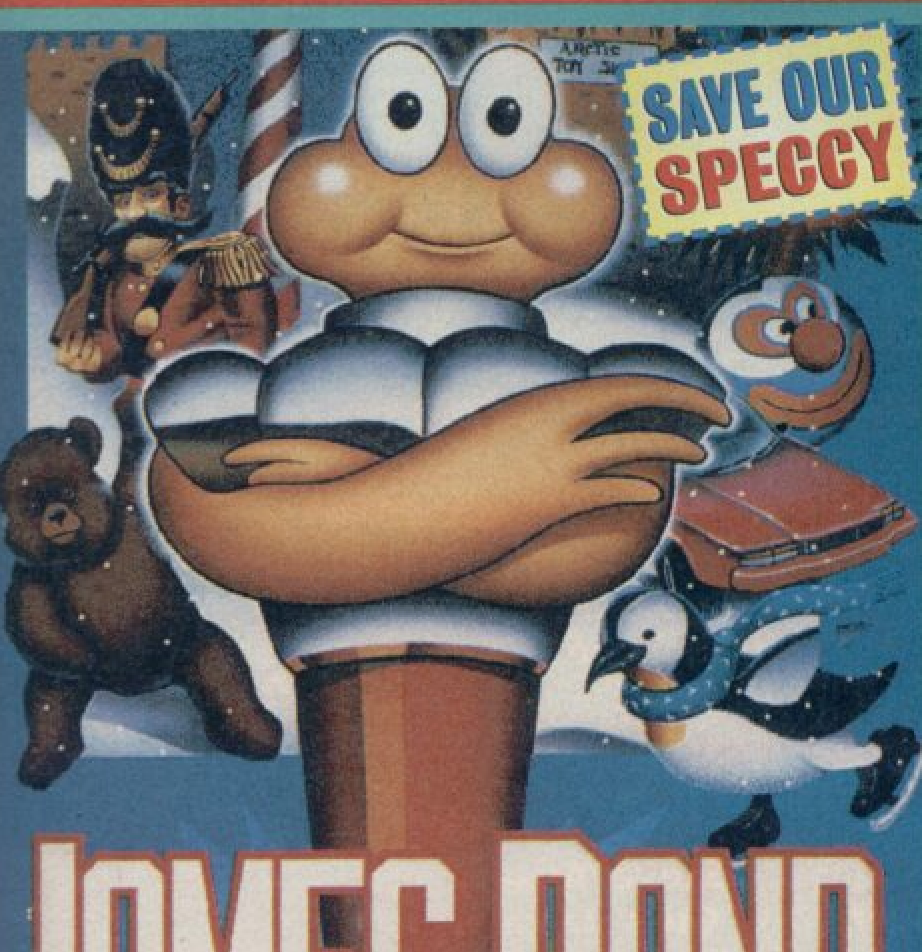


But that's not all, no siree! Also liberally distributed about the place are bombs, teleporters, clocks and switches. Bombs explode violently, usually setting up a devastating chain-reaction. If you're lucky, this will take out most of the baddies, and release a load of diamonds. If you're unlucky, of course, the explosions will blow you out of your trendy cotton socks. The teleporters whisk you off to another part of the screen – provided they're behaving sensibly, that is. The switches open doors, though usually the ones you'd prefer were left closed. Finally, clocks may give you extra time. Then again, they may steal some of what you've got already. Clocks are like that.

Snare's the first release from independent producers Enigma Software Developments, or ESD to their pals. It's certainly shaping up to be a reet beaut game, and we'll be running the completed version through its paces next month. Until then, practise lugging rocks around – and keep an eye on that jewellery box. You never know who may be around.

FAX BOX

Game	Snare
Publisher	ESD/Holburn Soft
Programmers	Hamish Rust (code) John Dalziel and Graham Robertson (graphics)
Price	£3.99 Speccy/SAM cassette
Release Date	May 1992



Do you want to play the game?

Last night we received a telephone call from Eric Sneeze, the US Gold internal postman. He was at his wits' end. Apparently you lot have been sending in so many Save Our Speccy letters that he's developed a hernia and a disturbing tendency to cry at the very sight of an envelope. In an effort to save his sanity, Eric persuaded the top bods at USG to have a bit of a rethink. In fact, they're seriously considering releasing *James Pond 2 – Robocod* on our beloved Speccy! *Robocod* is a spanky platform game that was applauded wildly when it popped up on the 16-bits. You play the fishy secret agent who, decked out in an Inspector Gadgety extendable robosuit, has to defeat the fiendish plans of the sinister Dr Maybe. We just know that the Goldies would do the Speccy conversion proud.

What Eric didn't know is that the bods at USG are still thinking the whole thing over. The game isn't a sure thing, oh no! The conversion will only go ahead if enough Spec-chums write in to support it. So don't waste any time! If you want to see *Robocod* appear on the Speccy, fill out this form and post it off straight away. You won't even need a stamp. (Sorry, Eric.)

Dear US Gold,
Holy fish fingers, yes! I'd buy *Robocod* if it appeared on the Speccy, and no mist-hake!

Yours halibut,

Name ....
Address..
....
.... Postcode..........................

Now cut out this coupon, stick it on the back of a postcard or envelope and send it off to Save our Speccy Extra, Your Sinclair, Future Publishing, Freepost, 30 Monmouth Street, Bath, Avon BA1 2XF.

TOTAL! The only magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!



Our dead smart logo – look out for it in the shops!

16 pages full of Game Boy reviews!

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Like WOW! Heavy-duty compo or what?

Er... the bar code (ignore this bit)

Andy 'Thicky' Dyer. Writer and twonk

Steve 'Misery Guts' Jarratt. Editor and dweeb

Got a Nintendo? Then get TOTAL! Issue five is on sale right NOW!

FLIP!

The Ultimate Guide To Life, Love and Loofahs!

If you're wondering where The World's gone, well we decided to change it to Flip! We just liked it better.

FLIX



Ruby

Polygram Propaganda Films
Starring Danny Aiello and Sherilyn Fenn

Unless you've been stuck in an orbiting science lab for the last year (or for that matter unless you're a politician) you'll be familiar with Oliver Stone's movie *JFK* which attempted to explain the Kennedy assasination. I found it a bit boring, and it left me asking the question: *what are you on about Ollie?* Therefore I wasn't exactly thrilled with the prospect of seeing another film about the president's demise in the back of a limo. It sounded like a definite case of band-wagon jumping to me.



The fateful moment when Jack Ruby blew away Lee Harvey Oswald is engraved on the memory of all Americans. It's also engraved on a little plaque next to a loo in the corridor where it happened. Americans are strange like that.

How wrong can you be? *Ruby* is a brilliant film. It's excellent because the director hasn't tried to make a documentary, he's concentrated on making an entertaining film. It's brill, because you really end up caring about the characters. But beyond that, the questions this film asks about the assasination are a lot more believable than Oliver Stone's little rant.

For those of you who weren't even born when Kennedy snuffed it, Jack Ruby was the chap who shot Lee Harvey Oswald. And Oswald was the bloke accused of shooting Kennedy. Ruby was chucked into jail where he died four years later, supposedly of cancer. The film follows his actions in the months that led up to Oswald's death and tries to explain why he pulled the trigger. We are also introduced to Candy Cane (Sherilyn Fenn), a stripper who worked in Ruby's nightclub. She becomes inextricably linked with Kennedy and Ruby and we even see Kennedy's death from her viewpoint on a grassy verge near the Dallas schoolbook depositry. *Ruby* is a superb film, it's well scripted, brilliantly acted and builds to a fittingly moving ending. Ignore *JFK*, check out history's great footnote, Jack Ruby. **Hutch**

FLIPPIN FAB!

FLIP RATING
★★★★☆



Aha agent Bond! Your blonde wig does not fool me. Little do you know, but there's a gun pointing right at your chest even as we speak. Hahaha. Ha.

RUMOURS

The latest Stephen King story to get the movie treatment is in the offing. The film will be called *Sleepwalkers* and is all about extraterrestrial vampires who get up to all sorts of naughties in Maine ✌ John Goodman, the chunky old one in Roseanne, is starring in a film all about a chap called Babe Ruth who was a legendary American baseball player ✌ Latest controversial film project on the other side of the sewage outlet is *Indecent Proposal*. A millionaire offers a married couple a million dollars to sleep with the wife because he thinks she brings him good luck. At YS we prefer a rabbit's foot ✌ By far and away the most interesting piece of news to come out of Hollywood of late is that the follow up to *The Hunt For Red October* is underway. The film is called *Patriot Games* and Harrison Ford takes over the lead role from Alec Baldwin. Apparently there's wodges of abseilling, climbing, rope ladders and members of the Royal family in the film, although one of the latter ends up getting kidnapped by terrorists ✌ Sly Stallone is fighting back at those who claim that he's headed for Dumperville. His new movie is called *Cliffhanger* and involves lots of erm, cliffhanging. Sly plays a park ranger after two terrorists who've lost $15 million in some mountains. We say, how careless can you get! ✌ Arnold Schwarzenegger is about to be immortalised as Judge Dredd. We always thought of thr Judge as British for some reason ✌ Chevy Chase is back in a new invisible man movie. It's called *Memoirs Of An Invisible Man* and it's chock full of technical wizardry courtesy of Industrial Light And Magic. These are the guys who came up with the goods in *ET*, *The Rocketeer*, *Terminator 2*, and *The Abyss*, so they're quite good at their special effects jobs. It should be a corker.

VIDEOS

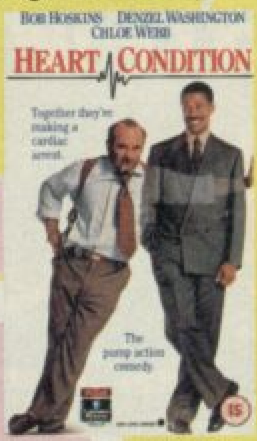
OUT NOW!

There's tonnes of new releases this month, so let's get on with it shall we?

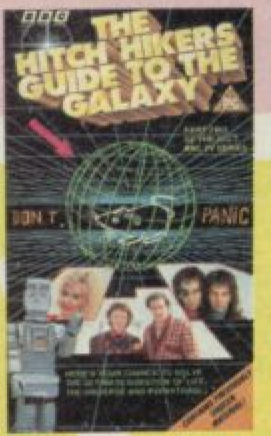


Lenny as the master of disguise in True Identity.

Lenny Henry is the star of **True Identity** (15/£10.99/Touchstone). It's the everyday tale of a chap who witnesses a mob murder and disguises himself as a white man to elude detection ✌ **Rita Rudner** (PG/£10.99/BBC) is the American comedienne with the squeaky voice who's currently charming the nation in the ad for Typhoo instant. This is the best of her 1990 TV show ✌ Bob Hoskins plays a tough LA vice cop in **Heart Condition** (15/£10.99/Columbia Tristar) who wakes up one morning with his arch enemy's heart by his bed. Time to solve a murder ✌ What is the answer to life, the Universe and everything? Why is there a cow in the Restaurant At The End Of The Universe? And how can an android be paranoid? Find out all these things, and loads more, in **The Hitch Hikers' Guide To The Galaxy parts One and Two** (PG/£10.99 each/BBC) ✌ Staying on the sci-fi front, four episodes of **Blakes 7** are being released. On one cassette you'll find Children of **Auron and Rumours Of Death**, and on the other **Sarcophagus and Ultraworld** (both PG/£10.99/BBC) ✌ If you hate spiders, then **Arachnophobia** (PG/£10.99/Touchstone) will scare your socks off. A young doctor and his family move to a sleepy country village unaware that a deadly Amazonian spider has made its home in their barn. Watch out for John 'Roseanne' Goodman as the psycho bug exterminator ✌ The BBC have also released three vids in their Natural History Collection.



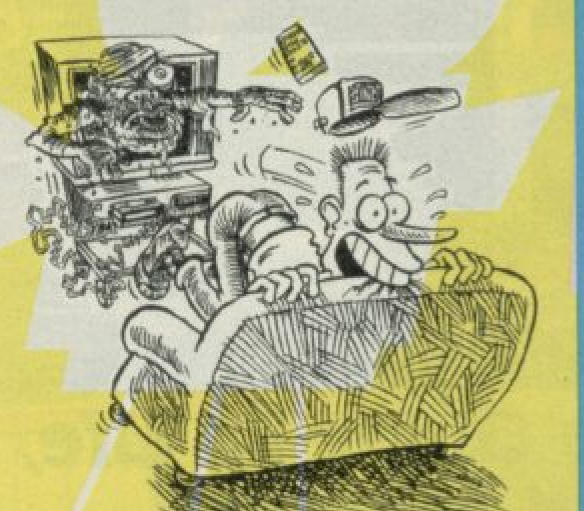
No wonder he's got a Heart Condition with that tie.



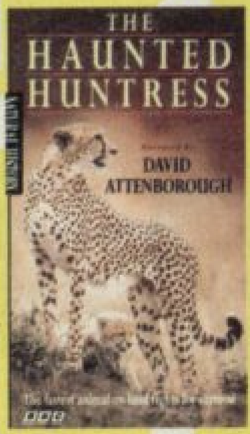
Hitching a ride has never been so darned exciting.



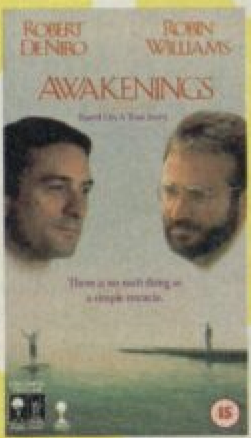
The spiders must die! Those brave men get themselves a cunning plan in Arachnophobia.



The Haunted Huntress is a study of the cheetah, the fastest animal in the world, which is in danger of becoming extinct. **Daylight Robbery 2** takes a closer look at the squirrel family, from our own grey scamp to the giant Malaysian one. Finally, there's **Pandas Are Not Always Cuddly** (all three are E/£7.99/BBC) which takes a close look at one of the rarest animals in the world and dispels many myths ✌ **Awakenings** (15/£10.99/Columbia Tristar) is one for all you weepy fans. It stars Robert De Niro as one of the victims of a strange sleeping sickness. Robin Williams plays the doctor who administers a new drug to the victims and wakes them up. It's so sad ✌ Did you know that **Only Fools And Horses** has been on our screens since 1981? Here on two vids - **Homesick** and **May The Force Be With You** - are eight episodes from the third series which features the old grandad rather than Uncle Albert. We'd forgotten all about him ✌ **House Party** (15/£10.99/Columbia Tristar) is one for all you streetwise dudes and dudettes. There's plenty of funky music and a sequel in the pipeline ✌ For the younger viewer there's three new Playdays vids. Choose from Days By **The Sea**, **Days On The Move** and **Animated Alphabet** (all U/£7.99/BBC). The first two are full of songs, stories and games and the latter is really an education package with some groovy animation ✌ Spike Lee is one of Hollywood's most respected young directors and **School Daze** (18/£10.99/Columbia Tristar) is an exciting blend of dance, music, politics and high school life.



It's tough on the African plains for the Haunted Huntress.



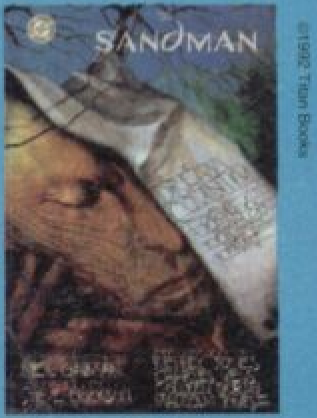
Get the kleenex ready, Awakenings is a real weepy.

COMIX

There's nothing we in the Shed like better than a good graphic novel full of scary pics and convincing gore. And here for your delight and delectation, JON PILLAR picks out the best.

Sandman – Dream Country/The Doll's House

Titan Books/£9.95 each



Why should flinging sand in your face make you sleep? Eh? Eh?

This chap gets my vote for best character of the moment. Writer Neil Gaiman uses the Lord of Dreams to link together a series of witty, imaginative and disturbing stories. *Dream Country* features four tales in which an author captures a real-life muse, Shakespeare stages a play for an audience of faeries, Element Girl gets radically depressed, and – my favourite – a thousand cats dream the world to rights. Good value, especially with an original Sandman script thrown in as a bonus.

The *Doll's House* collection has a common theme – a girl's search for her missing brother – and along the way it takes in such delights as a man who decides to live forever, and an alternative Sandman who got the job because he was dead. The tale comes to a thumping conclusion in a secluded hotel which is hosting the first annual serial killers' convention. Gripping, gruesome stuff with top-notch artwork and plenty of black humour. A graphic novel that's more subtle than graphic, and a stonking read.

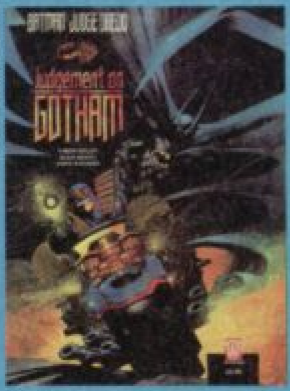
FLIPPIN FAB!

FLIP RATING
★★★★★

Judgment On Gotham

Fleetway/£2.95 (newsstand edition)

What happens when Judge Dredd meets Batman? Yup, you guessed it – violence, violence and violence. And then some more violence. Writers Grant and Wagner have pitted Dredd and Batman against the Mean Machine and that most deadly of dudes, Judge Death himself. Somehow the Scarecrow and Judge Anderson get mixed up in the plot as well, but to reveal how



It's really no contest. Joe could take Batsy in three rounds any day. *(Oh ne he couldn't. Ed)*

would spoil the story. Suffice to say there's a lot of cross-dimensional hopping and over-the-top messy bits. A shallow but very funny story accompanied by some fine Bisley artwork, this book reads like a full-colour thump to the frontal lobes. Excellent fun for fans of both protagonists. Watch out for Judge Death singing!

FLIP RATING
★★★★☆

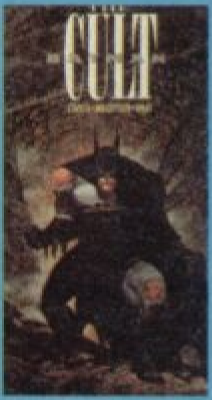
Batman – Gothic
Titan Books/£8.50

One of the post-*Dark Knight* books, *Gothic*'s plot mixes traditional Batsy fare with, um, Gothic melodrama. An undead gangster by the trendy name of Mr Whisper is knocking off Gotham's underworld in a variety of squishy ways. Batman is called in, and to cut a long story short, discovers that Mr Whisper is in fact one of his ex-schoolmasters who's made a deal with the Devil. The loony tutor plans to release a plague on Gotham and offer up everybody else's souls in return for his own. Can Batman... well, you know the rest.

Writer Grant Morrison seems to be having a private joke with *Gothic*. The ridiculous plot is filled with nonsensical cliff-hangers, ludicrous coincidences and pseudo-religious claptrap. Klaus Janson's artwork is grittily atmospheric and the story delivers a fair few punches, but ultimately it's just a very silly, vaguely unpleasant comic book.

FLIP RATING
★★☆☆☆

Batman – The Cult
Titan Books/£8.50



"I shall fight crime. I shall become... a flying rodent." Hmmm.

Deacon Joseph Blackfire is another in a long line of bonkers villains. But he may also – just possibly – be a 400 year-old Indian shaman. Championing the city down-and-outs he forms an underground empire in the sewers of Gotham, preparing for the day when the Blackfire Cult will rise up and take over. Ooo, eh? A straightforward tale from Jim Starlin, *The Cult* throws in a few bravura touches. For one thing, the Deacon kidnaps Batsy and completely breaks his spirit with a bit of the ol' brainwashing. For another, the underground uprising succeeds. Preposterous? Yup. Stylish? Yup! Blackfire himself is a considerable character – he's well-drawn, splendidly cynical and jolly plausible. Of course he's a conman, but one who by the end comes to believe his own line of patter.

There are other noteworthy points, such as the portrayal of Robin as a near-psychotic, and the assassination of city leaders through sewer gratings. In short, it's a gloomy story, and one that's matched precisely by Bernie Wrightson's chunky, shadowed artwork. *The Cult* isn't a book for repeated reading, but it's a good yarn all the same, and worth a look.

FLIP RATING
★★★☆☆

... to be continued. Ha! Ha! Ha! (Ominous laughter.)

SOUNDS

RUMOURS



Madonna has a book out soon all about female sexual fantasies, a single in the summer, plus a new LP in the autumn. And! A rather rude film called Body Of Evidence, which we strongly expect will be double X rated. Younger fans needn't worry, her film A League Of Their Own (which is all about a women's baseball team) will be out soon ✪ Apparantly **Bob Dylan**, the old whiner himself, may be making an appearance at the London Fleadh (see Festival details). It all sounds a bit unlikely to us ✪ The good old Hacienda is celebrating its tenth birthday this month, a massive celebratory concert is planned for May the 13th. "One of the UK's biggest pop groups" will be playing and rumour has it that it's either **New Order** or **The Pet Shop Boys**.



Material girl or simply the busiest woman on the planet?

SUMMER, SUMMER IS SO... MUDDY!

It is officially British Summertime which means that it's time to get ready for that great institution – The Rock Festival. Every year, thousands of people get together to spend a couple of days in various fields. Some are there for the entertainment, some are there for the vibes (man) and some are there for that unique festival experience. What this means is that you spend ages moaning about the toilets, the food, and the fact that the people in the tent next to you were playing Nirvana at full volume 'til six am in the morning AND singing along.

Best of the lot is the **Glastonbury Festival** which takes place on June 26th, 27th and 28th. There's loads of theatre, cabaret and over 60 bands including Shakespear's Sister, Lou Reed, Carter USM, Teenage Fanclub, Blur, Curve, Billy Bragg, Airhead, Jah Wobble, Gary Clail, The Fall, Morrissey and Primal Scream. Tickets cost 49 quid and are available from selected record shops or by post. Phone 0272 767868 for more info.

If you're of a folky persuasion and you're going to be in London on June the 7th then it's worth checking out the **Fleadh Festival** that's happening in Finsbury Park. At the time of going to press, the line-up includes Bob Geldof And The Vegetarians Of Love, Suzanne Vega, Kirsty MacColl, Clannad, Andy White, Les Negresses Vertes, The Chieftans, Martin Stephenson And The Daintees and the rather wondrous Sultans Of Ping FC. To find out more, simply ring 081 9630797.

On May the 24th, Scotland gets its own **Glasgow Fleadh**. Confirmed to appear are Van 'The Man' Morrisson, The Chieftans and Del Amitri. For ticket information call 031 556 1212.

After that little lot you should be feeling dead knackered. If you can summon up those reserves of energy in time for the August Bank Holiday, you might as well take in the annual **Reading Festival**. It costs £45 for 30 bands over three days. Headlining this year are Nirvana, The Wonder Stuff and Public Enemy. Other bands already confirmed are The Charlatans and EMF, and as soon as we know anymore we'll pass on the good news.

ON THE ROAD

Loads of men with long hair seem to be out on the road this summer, **Gun** are celebrating the release of their new album, Gallus (which is Glaswegian for the best) ... May 7 Northampton Roadmenders ★ 9 Cambridge Junction ★ 10 Norwich Waterfront ★ 13 Exeter Lemon Grove ★ 14 Bristol Bierkeller ★ 15 London Astoria ★ 19 Nottingham Poly.

They are also supporting **Def Leppard**... 21 June Glasgow SECC ★ 23 Sheffield Arena, 26 London Earls Court ★ 29/30 Birmingham NEC.

Mr Big celebrate the glory that is To Be With You and take to the road in May... 9 Newport Centre ★ 11 London Hammersmith Odeon ★ 14 Glasgow Barrowlands ★ 25 Newcastle City Hall



Axl gets his throat in shape for some groovoid summer fun!

Guns 'n' Roses are playing three big outdoor gigs in England this summer... 9th June Manchester City Football Ground, Maine Road ★ 13 London Wembley Stadium ★ 16 Gateshead International Stadium. All tickets cost £21.

For £20 you can go and peer at **Bryan Adams** at the London Wembley Arena on July 18th.

Crowded House take the weather along to Edinburgh Playhouse on the 19th of June ★ 20 Liverpool Royal Court Theatre ★ 21 Sheffield City Hall ★ 22 Cardiff St Davids Hall ★ 24 London Wembley Arena N 25 Wolverhampton Civic Hall

Dire Straits head out in June to... 3 – 8 London Earls Court ★ 11 Cardiff Arms Park ★ June 13 Gateshead Athletics Stadium ★ 16 Manchester Maine Road ★ 20 Woburn Abbey. All tickets £22.

What's whirring away on the Shed tapedeck

- ☆ Lisa Stansfield — *Real Love* (Arista LP)
- ☆ The Jesus And Mary Chain — *Honey's Dead* (Blanco Y Negro LP)
- ☆ Pearl Jam — *Ten* (Epic LP)
- ☆ Die Totenhosen — *Learning English Part One* (Virgin LP)

BOOK LOOK

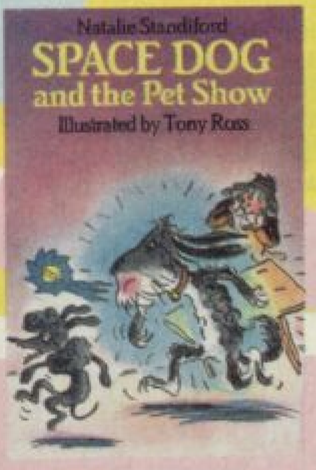


Space Dog And The Pet Show

Natalie Standiford
Illustrated by Tony Ross
Red Fox £2.99

Space Dog is Roy's dog cos he landed in Roy's garden in a spaceship. He doesn't like going for walks, he hates dog food and he loathes other dogs. On the plus side, Space Dog eats bowls of cereal and choc-ices, and he can do long division in his head. Space Dog, in case you hadn't noticed, is kind of special.

When the Pet Show comes to town, Roy desperately wants to win a prize, but can Space Dog convince the judges that he's the most intelligent dog they've ever seen? Space Dog And The Pet Show is a story for the younger reader. It's easy to follow and the illustrations add to the charm of the story. Soon everybody will want a Space Dog. The publishers put this in the eight to ten age range, but Space Dog And The Pet Show is the perfect bedtime story for younger children too. **Linda**



The cutest dog in the universe strikes again! Watch out all you earth dogs.

FLIP RATING
★★★☆☆

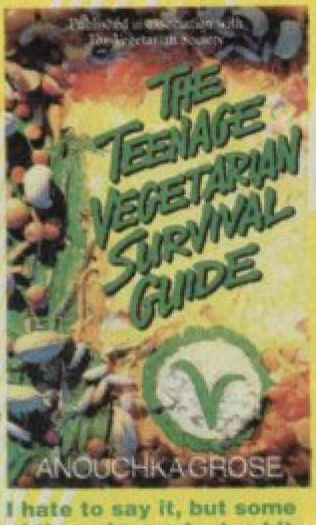
The Teenage Vegetarian Survival Guide

Anouchka Grose
Red Fox £3.50

If you're thinking of becoming Vegetarian, then this is a good book to have. It's informative and helpful as it does tell you the difference between different kinds of vegetarians. There's also useful advice to help you deal with certain situations – like telling your mum you don't want any roast beef, and how to cope if your friends ask you to MacDonalds.

A lot of people become vegetarians without thinking about a lot of the issues behind it, it is these issues which are discussed here and a lot of people might find this book a bit confrontational. Some people are vegetarians simply because they don't really like meat, or because they don't like cooking it. The Teenage Vegetarian Survival Guide seems to take it for granted that if you become a vegetarian it will be because of the reasons they go into.

The arguments are all very persuasive, if you do eat meat then this book might annoy you. If you don't, this is a good read – as long as you don't mind being lectured. **Linda**



I hate to say it, but some of those beans look a bit like grubs to me.

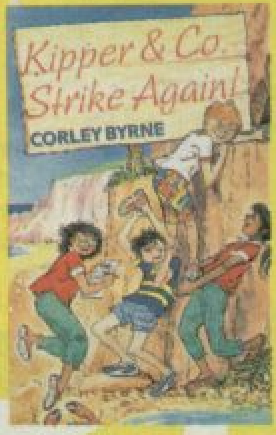
FLIP RATING
★★☆☆☆

Kipper & Co Strike Again

Corley Byrne
Red Fox £2.99

Kipper & Co are a gang and, like most gangs, they have their enemies. The baddies here are Mr Foster, who's not really that bad, and Quentin Parslow who is really horrible. Kipper & Co Strike Again follows the gang as they go on a school trip to the seaside. Despite being under strict supervision, the gang manage to get up to no end of adventures. They trap a thief, find some very interesting treasure and get the better of sneaky Quentin.

The gang aren't what anybody would call 'good children', and it's their naughtiness that makes them so likeable and so good to read about. And, above all, this is a good read. **Linda**



What better way to spend the summer than on the run from Mr Teacher.

FLIP RATING
★★★☆☆

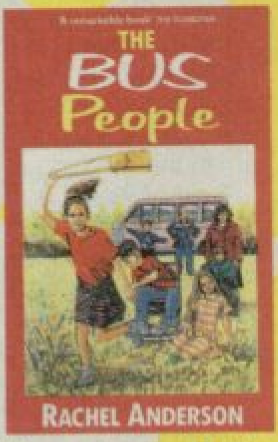
The Bus People

FLIPPIN FAB!

Rachel Anderson
Red Fox £2.99

This is the touching tale of a bus driver called Bert and his regular passengers. Bert drives a school bus, but his kids are handicapped. I've never read anything quite like this, each chapter is told from a different child's point of view and each is incredibly touching. There's Rebecca who isn't allowed to be a bridesmaid at her sister's wedding; Mickey who's trying to come to terms with puberty and his over-protective mother; pretty Fleur and Danny who lives with his grandmother.

This book offers such an insight, that you really will be sorry if you've ever laughed at a joke about handicapped people. If there were a lot more books like The Bus People around, it'd be a nicer world. As it is, there isn't – so read this one. **Linda**



Wave a handbag in the air, and then get back on the bus.

FLIP RATING
★★★★☆

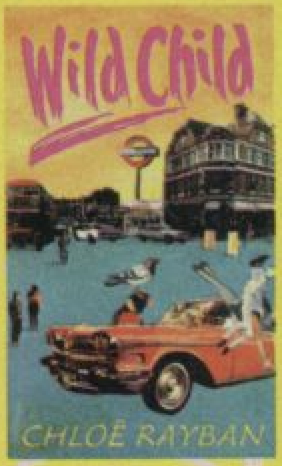
Wild Child

Chloe Rayban
Red Fox £2.99

No way is Justine Duval a juvenile delinquent, that would be way too uncool. Justine wants to be beautiful and she wants to be noticed by Sebastian. The thing is, Sebastian fancies Justine's big sister – argh!

Then Justine meets her elder self and, through no real fault of her own, she also hits the front page of the tabloids. Justine begins to realise that maybe all the things that she thought were really important aren't.

Despite the fact that Wild Child is all about a fairly spoilt girl with far too much money, this is still an engaging read. You end up thinking that maybe being a wild child isn't much cop, it's more fun watching Neighbours with your mates. **Linda**



Hey, hey I'm the wild one - and we're not talking about toilet paper here.

FLIP RATING
★★★☆☆

Michael Jackson – The Magic And The Madness

J Randy Taraborelli
Headline/£5.99

I thought this book was going to be completely brilliant, full of amazing gossip and scurrilous rumours. But it isn't! You get the feeling that Taraborelli wants us all to think that Mike is quite a nice chap really. There's no sordid sex stories, no pictures of Mike in his bubble and very little about animals.

Taraborelli tries very hard to make us like Michael, but it's an uphill struggle. There's one bit where Michael goes into a complete rant against other stars. "They call Bruce [Springsteen] the Boss and he's really overrated. He can't sing and he can't dance. And if Elvis is supposed to be the king, what about me?" And on Madonna, "She just isn't that good. She can't sing. She's just an okay dancer." And on Mick Jagger, "How did he ever get to be a star? I just don't get it. He doesn't sell as many records as me." Why is he so nasty?

Despite the allure of the magic and the madness, Taraborelli's Jackson comes across as mixed-up and almost power-crazed. This book just doesn't live up to expectations, Rolling Stone called it 'really juicy stuff', but it's not nearly juicy enough for my liking. It's also not very well-written and is impossible to read cover-to-cover. This is a good book to dip into now and then and have a laugh at, but six quid might be asking a bit much. **Linda**



As Bubble-mania hit the US, Michael tried hard to keep a straight face.

FLIP RATING
★★☆☆☆

HERE COMES THE SUMMER!

Follow Hutch's essential style guide and be prepared for the sun.. sun... summer!

Right you lot. By the time you read this it'll be the middle of May and the temperature will be slowly rising up through the sixties. In no time at all it'll be June and you'll be able to catch some serious rays and walk to school or work in nothing more than a T-Shirt and G-String, though you may favour the more traditional sombrero.

The obvious problem with the hot summer months is that you have to show off more skin than usual. If your fleshy bits are a wee bit wobbly then it can be a bit embarassing. But there's no reason why it should be, because you can begin toning up a bit now. This needn't be the horrible icky kind of exercise which involves being within a few metres of horrible sweaty men with Rotarians T-shirts on. Instead try something like swimming, which is a fab way to get fit and it's so much fun that you won't notice the fact that you're getting fitter.

Or how about biking? If you've got a mountain bike or a BMX, then head off to the woods or hills a few times a week and dive up hill or down dale. To make it more fun, see if you can pull some monster wheelies or perform amazing jumps.

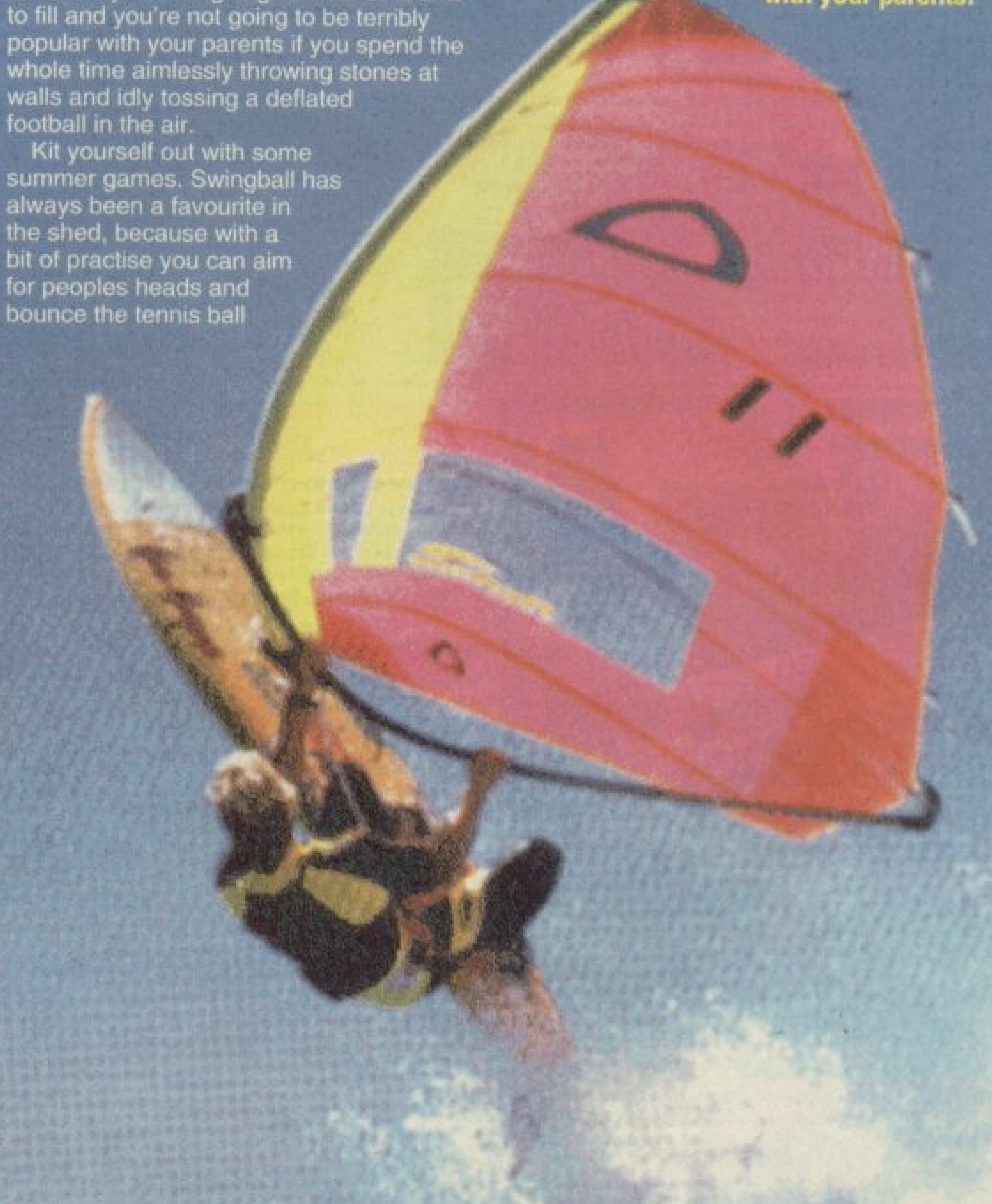
That's the spot!

With all this skin being displayed you'd better make sure that your summer wardrobe is up to date. There's nothing worse than heading off to the local open air swimming pool only to discover that lime green threadbare Speedo swimming trunks aren't the de rigeur fashion item they once were. Nope, treat yourself to a pair of whacky beach shorts, they're bound to catch people's eyes and what's more they cover up the old body a bit more than figure hugging shorts.

Now, with the summer comes holidays. If you're at school you've got six weeks, if you're at college you've got three months. Either way there's going to be a lot of time to fill and you're not going to be terribly popular with your parents if you spend the whole time aimlessly throwing stones at walls and idly tossing a deflated football in the air.

Kit yourself out with some summer games. Swingball has always been a favourite in the shed, because with a bit of practise you can aim for peoples heads and bounce the tennis ball off them. Other goodies are Twister, skateboard ramp jumps, wide games (large scale hide and seek) and kiss chase. I'd strongly recommend the latter, as it can lead to getting a girlfriend/boyfriend and as anyone knows, spending time snogging is a brilliant way of passing the summer months.

Next month: read our complete survival guide to holidays away with your parents!



FUN IN THE SUN, THE YS WAY!

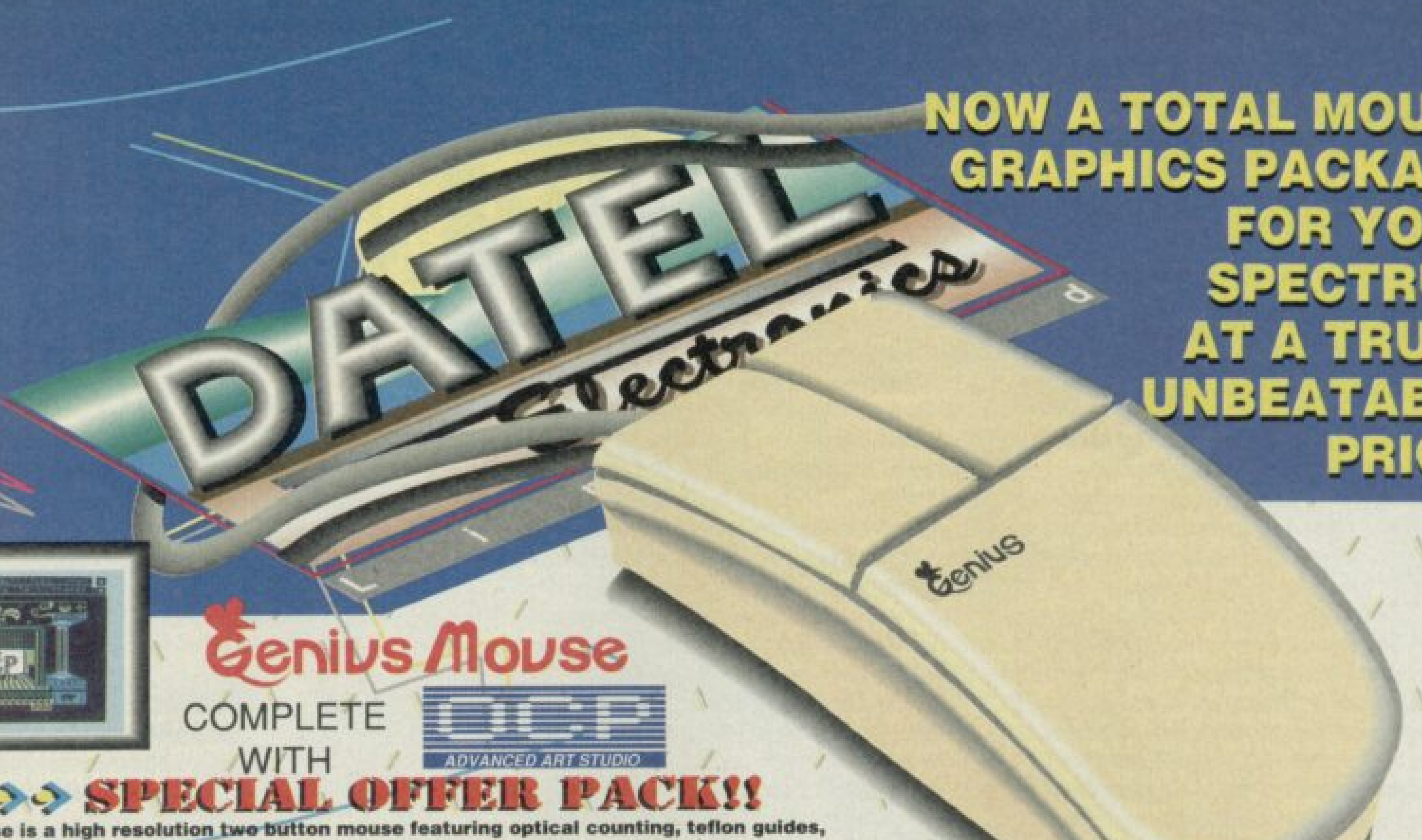
- Learn to fry ants with a magnifying glass.
- Build a fortress for your action man then get a friend over to do the same and link the two with a Scalextric set.
- Name all your goldfish and then do a socio-environmental study of their daily interactions and toilet habits.
- Dam up your local brook and watch all the fish flap about on the riverbed for a minute or two, then kick it down and see the looks of thanks on their faces.
- Do something that involves an overwhelming number of members of the opposite sex. If you're a boy try aerobics or hanging about outside McDonalds, if you're a girl then try skateboarding, BMXing or throwing penknives at trees down the common. This is closely allied with making spears from young saplings.
- Offer to cut your grandparent's lawn. Besides enabling you to get a tan, your gramps will also offer you tons of tasty treats like eclairs and real dairy ice cream. For some strange reason, these goodies can only be bought in that little corner shop close to their house.
- Climb a tall tree and shout out loads of swear words like bum, tit and poo.
- Watch out for elderly women walking their dogs with those strange whicker baskets on wheels and then giggle really loudly when Fido stops to relieve itself.

Lisa's Inny Outy List



IN	OUT
✔The Charlatans	✘ Duran Duran
✔Tuttie Frutties	✘ Shellsuits
✔Action Man	✘ Bat Man

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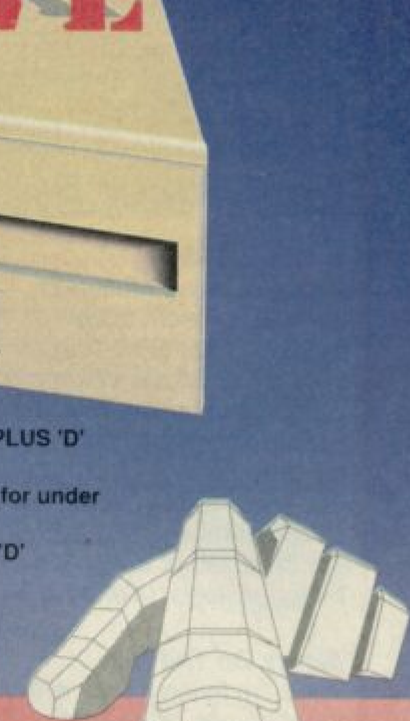
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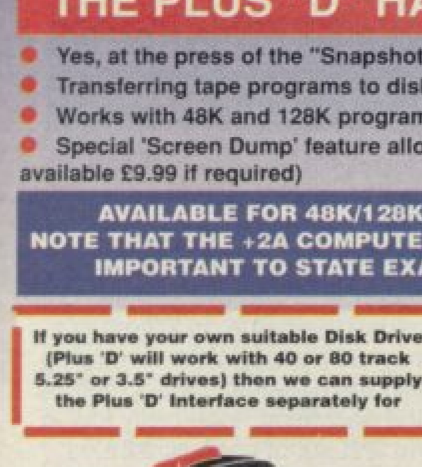
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REPLAY

Ladies and gentlefolk, YS presents – returning to regale you with restorative re-releases – Replay!

Compilation

Multimixx 5

Kixx/£3.99
☎ 021 6253311

Although these *Multimixx* collections seem to be reaching near Now That's What I Call Music Volume n proportions (where n is any real number), the one advantage (with *Multimixx 5* at least) is that the ratio of good to bad games isn't reduced by the inclusion of a crap Kylie Minogue song. (*Yer what? Ed*)

Monty On The Run

What I'm trying to say is that all three games on *Multimixx 5* are curiously good. *Monty On The Run* gave a new meaning to the expression "well it's quite a good platform and ladders game really" back in 1985, markedly improving over the original Monty Mole theme. The challenge of the game is still based wholly on timing; whilst on the run to France, you have to negotiate Monty from one side of the screen to the other by way of jumping over baddies and avoiding things that squash you. You'll also



need to chose five items at the beginning of the game. From playing the thing to death back in my early secondary school days (before Julian Flaks borrowed it), I seem to remember that you need the gas mask, axe, rope, jetpack and grenade. Julian Flaks never gave it back (the bast). Anyway, years on *Monty On The Run* is still enjoyable, even if it may look dated to the likes of you people.
80°

Auf Wiedersehen Monty

Heartbroken at losing my copy of *Monty On The Run*, you can imagine how delighted I was way back when, as if by magic, *Auf Wiedersehen Monty* appeared on the Speccy scene. More of the same it may have been but hey! Far improved graphics, both sprite-wise (there're lots more baddies) and scenery-wise (this time there is far more of a map just waiting to be explored), and far far improved sound (including bleepy (128K) national anthems for every new country you visit).



Once again Monty is still on the run, this time across Europe to Montos Island where he will be safe for ever – at least until *Impossamole*, the absolutely last Monty game ever (this one was much better though). The countries are connected via a short plane journey so not only do you have to collect relevant objects, but also plane tickets as you go. All in all a great game, and one of my, and I later discovered Julian Flaks' favourite Speccy games ever.
89°

Jack The Nipper 2

Jack and his family are on their way to Australia but Jack, not too keen on the idea, has jumped from the plane using his nappy as a parachute. Having landed in the jungle, it is Jack's intention to cause as much mischief as possible (which turns out to mainly consist of annoying the wildlife) without being caught and spanked by his Dad who is in hot pursuit.

So what we have here is another platform and ladders game, but one quite different from the *Monty* series. The main difference is that you can shoot things – it may not sound much but, when you think about it, it does vary the gameplay considerably. The graphics are also much larger and the map is positively huge – 192 flip screens to be precise. You'll have to explore all of this in order to solve all the puzzles, score maximum naughtiness and complete the game. Which will take you some time, I can tell you, but don't worry! You'll enjoy yourself to the end, exploring the scenery and watching what Jack gets up to (including the ritual picking of his nose every time you leave him for a while).
84°

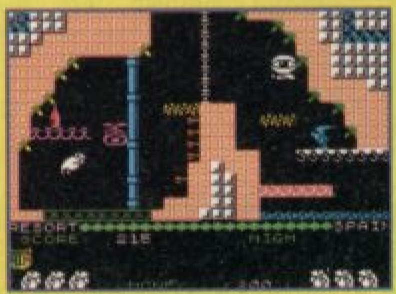
And above all, you probably won't be able to wipe the smug grin off your face knowing what a bargain you've just picked up in the form of this compilation. Just don't forget to write a nice Thank You note to Gremlin once you've bought a copy.
Rich.



Eric the teapot led a carefree life. He lived on a stick and whistled all day long.



Conversely, Teddy the spook was a grumpy fellow. "Grump grump grump," he said. "Grrr!"



A-a-a-arthur, you're my rabbit, and I love-love-love you. (The dance remix.)

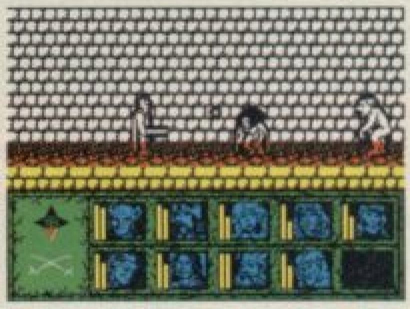


89°

Dragons Of Flame

Kixx/£3.99
☎ 021 6253311

Eyebrows the Dwarf surveyed the game with interest. "Why, by the beard of my adopted grandmother, it appears to be another of those Dungeons and Dragons thingumajigs," he declaimed. Fetlock the Elf nodded. "Aye. It features the same party of characters, voluminosity of instructions, depth of play and style of graphics as its predecessor *Heroes Of The Lance* – a game



"Straighten up, that man on the right. For heaven's sake. Call that deportment?"

that was reviewed in the seventy-third issue of this very magazine." The two companions loaded the game on Whoaboi's magical Speccy. After struggling with the pedantic control method and becoming hopelessly lost in the first set of badly-illustrated locations, they smote the artefact with Paula the magic sword. "I daresay the fans may get something out of this," growled Eyebrows, "but for the rest of us tis a production of stultifying dullness and ineptitude." Fetlock nodded. "Taking the human element out of Dungeons and Dragons is indeed a bit silly," he agreed wittily. Extinguishing the camp fire, the companions galloped off, trampling the tape with righteous indignation and large horses.
Jon



39°

NAVY MOVES

The Hit Squad, £3.99
☎ 061 832 6633

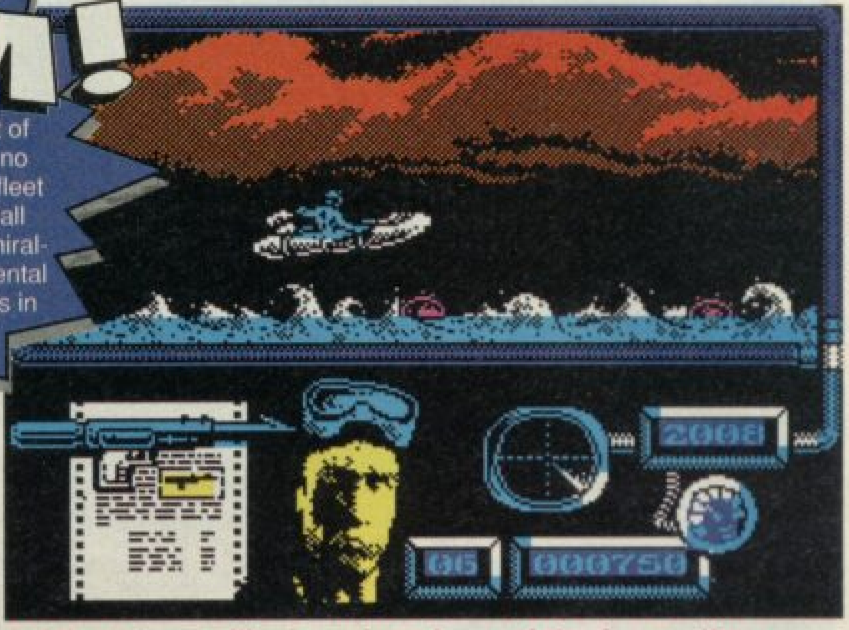
Dinamic got themselves quite a reputation back in the late-to-mid 1980s for games like this one. *Game Over, Game Over 2, Army Moves, Army Moves 2, Navy Moves, Freddy Hardest* (and several sequels) and more besides all boasted big, cartoony graphics, bold swathes of colour splashed around, multi-section design (these were among the first games to use multiloading), and some of the most frustratingly difficult gameplay around. Most of the time, the games were very simple, very fast, and very tricky. But in the end, they were just too demanding and annoying for the majority of players to bother completing them. *Navy Moves* is no exception to these rules. There are scrolly-jumpy bits, horizontally-scrolling shoot-'em-up action, platforms-and-ladders sequences, and lots of shooting just to keep things interesting. Well, it keeps it interesting if you can get that far, anyway.

The problem with *Navy Moves* is that your chances of getting that far depend entirely on how much provocation you can take before wrenching the cassette violently from your tape deck and then jumping up and down on top of whatever's left for half an hour. Yep, this is one aggravating game, and indeed the only reason I'm reviewing it is that nobody else on *YS* could get past the incredibly irritating first section where you have to navigate a jittery speedboat across a choppy sea littered with deadly mines. If you can muster the self-discipline to get through this section, the rest of it isn't quite so bad, and the fast-moving action-packedness of things tends to take your mind off how many times you've actually been killed in the last five minutes. One for those of you who find nailing jelly to the ceiling just a little bit too easy.

Stuart

BLIM!

The world's smallest navy is that of Switzerland. As the country has no oceanic borders whatsoever, the fleet in actual fact consists of one small canoe (paddled by the Grand Admiral-In-Chief) which patrols the ornamental pond of the government buildings in Berne, removing dead ceremonial goldfish.



And then, almost without warning, a huge red styrofoam mattress landed on Bill's dinghy, causing some condsiderable consternation at the boating club.



MIDNIGHT RESISTANCE

The Hit Squad, £3.99
☎ 061 832 6633

MEGAGAME

Now we're talking, fellow game lovers. As all you fanatical disciples of my recent series of All-Time Top 100 Speccy Games articles will already know, this is in my not-even-vaguely-approaching-humble opinion one of the very finest arcade games you can do your Speccy the honour of loading.

Not for programmers Special FX the feeble cop-out approach favoured by so many converters of top coin-ops, all monochrome sprites and multiloads, oh by jingo no. *Midnight Resistance* throws colour around like the vomit of someone who's just eaten 143 packets of Rainbow Drops in one go, and believe me (for I speak from bitter experience) that's a lot of flippin' colour. A fairly simple platforms-'n'-blasting game in concept, this rises above the morass of tedious trudgealong *GBH*-a-thons by virtue of reasonably varied gameplay (in the sense of having differently-shaped levels to slaughter your way through, at least) and groovy control that, once mastered (the work of five minutes), provides you with far greater influence over your sprite's actions than in any other comparable game. Moving and firing independently in eight directions has never been easier



Don't get cocky, though. That's not to say that the game itself is easy, far from it. You'll be stuck at this one for ages, battling the hordes of enemy soldiers and armaments, including horrifying linked buzzsaws, enormous warships bristling with gun emplacements, grotesque brains spitting out wormy snake things, big tanks blocking your route across bridges past waterfalls, and entire squadrons of heavily-armed jet aircraft, but you'll love every single minute of it. The action never lets up in *Midnight Resistance*, but it never gets frustrating enough to make you want to surrender, and that, as any arcade owner will tell you, is the secret of truly addictive gameplay. Both visually and spiritually, this is one of the closest arcade-to-Speccy ports you'll ever have the joy of encountering, and if you've ever liked to shoot things, get out there and buy this game right this minute.

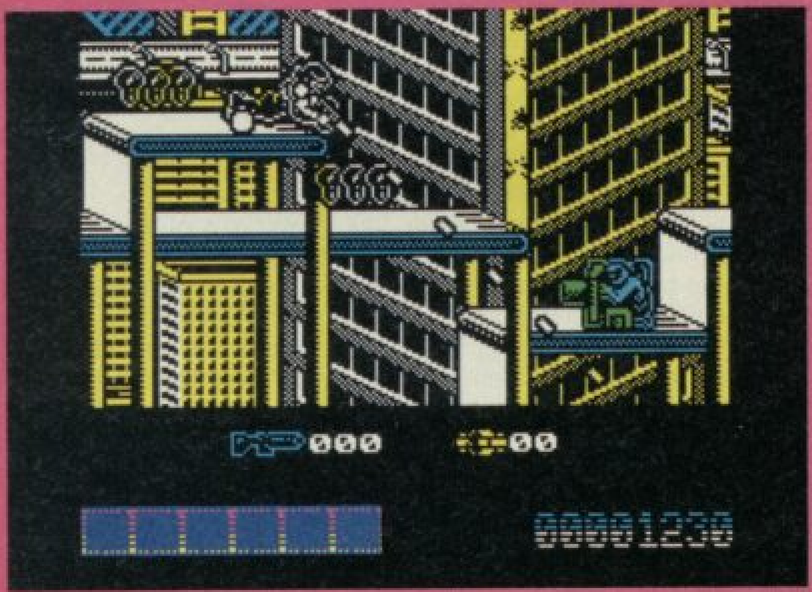
Stuart





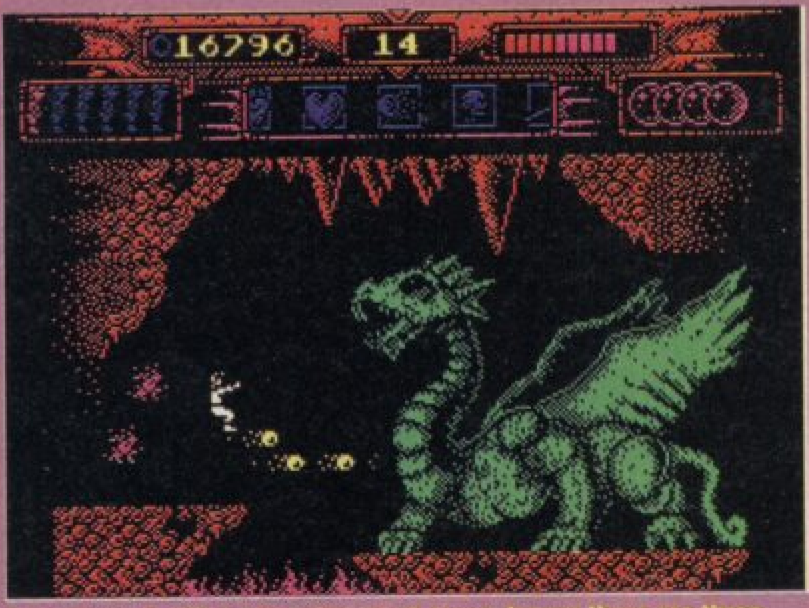
BLIM!

The Resistance in World War 2 France had no concept of the notion of 'midnight'. That's because the Nazis, aware of the spiritual implications of the witching hour, decreed that all clocks in the occupied territories have the number 12 removed and replaced with pictures of Adolf Hitler, and insisted that the time be referred to as 'Fuhrernacht'.



Shortly after leaving school, Swithy soon discovered a peculiar talent for building polystyrene launch pads. He built several incredible structures including (strangely), Basingstoke.





If confronted with a whopping great green dragon there are three things you can do: a) leg it, b) leap into some lava before it can eat you, or, c) lob a few cheese puffs at it and hope they fill it up.

Myth



Kixx/£3.99
☎ 021 6253311

I've always been a fan of legends. There are some really brilliant ones, like the Loch Ness monster, the Trojan horse, the British Summer and (lest we forget) the amazing legend of the Interesting Politicians. The great thing is that we'll never know if they're true or not, which means that people can carry on churning out books about them and writing features in Sunday supplements. Legends are like that.

Myth, on the other paw is no legend. It's a corking game which the Amiga convert (and latter day traitor) Matt Bielby first reviewed in January 1990. He gave it a rather ebullient 95° and a chorus of hurrahs. And do you know? He wasn't wrong.



What we've got here is a platform game with style, panache (not by Lentheric) and gorgeous animation. The idea is to wander around a Faustian (look it up) netherworld populated by sword-fighting skeletons and corpses on gibbets in a landscape of gushing volcanoes and lava pits. If you think that it all sounds a bit grim, well you'd be right.



Your little chappy has some nifty weapons at his disposal. These can be found by kicking open chests and vases. Fireballs, tridents, doves(?!), skulls and bolts are all waiting to be revealed, each with its own peculiar effects. F'rinstance, the fireballs will deal with skeletons and hanging corpses while you'll need a trident to stuff the hydra.

Actually finding your way around a particular level isn't particularly hard, but figuring out what to do when you get there might be. Some of the innocuous items you pick up on your travels have to be used in a particular way at one particular point of a level, so it's wise not to waste your armoury on soft creatures.

What really sets this game apart from the pack is the superb animation. This game makes *Prince Of Persia* look bad and it's three years older than that game. Everything about the game tells you that the programmers paid attention to detail. This is a playable slayable fable of mighty proportions. Most considerable!

Andy.

95°

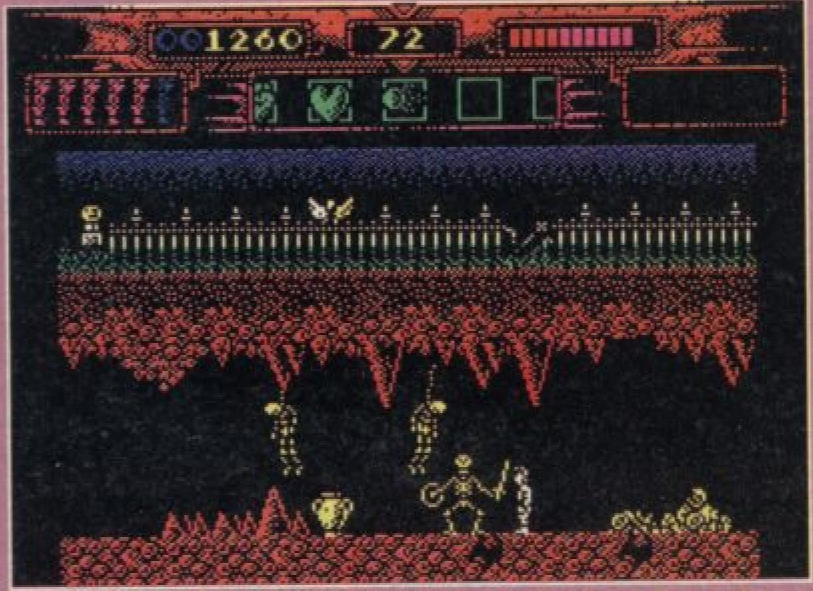


Beat It!

Cheat your way into Level One's secret room the YS way! As demonstrated by our intrepid hero, you simply stand on the top ledge of the screen beneath the locked gate, then jump left. You'll appear on the screen above, standing in mid-air. Jump left again and you pop up in that naughty old subterranean hideaway. Hot toddy!



Once the corpse was in place, Derek felt it added tremendously to the amblence of the room.



However as soon as Brad started demonstrating his early morning exercise routine he embeded his sabre in Derek's head. Del never forgave him for this horrendous faux pas.

GIFT FROM THE GODS



It's not often that we go loopy over re-releases, but *Myth* really is something special. Gobsmacked, we got in touch with Kixx and tried to sort out a compo. Cos it was such a good game, we wanted to go the whole hog and really splash out. We asked Kixx to buy an aeroplane and fly twenty of our readers to Greece to view the Acropolis and sit in the sun.

Unfortunately, Kixx couldn't afford that, but they have given us 25 copies of the game itself. Hurrah! If you fancy a copy of the game, simply answer the following question...

✪ Who was Ariadne's father?

'Myth, Myth, Charlie Keepth Hitting Me!' Compo, YS Compos, 30 Monmouth Street, Bath, Avon BA1 2DL. Get your entry in before the 15th of June and you could be in with a chance.

The Top Three Lesser-Known Mythological Beasties

✪ The Yurb

Half-man, half-aardvark, this fearsome monster plagued the north-west coast of Crete, falling upon unwary travellers and boxing their ears. The Yurb was eventually defeated by Hercules, who challenged it to a game of chess and then hit it with a rock when it wasn't looking.

✪ Warwick The Nasty

Half-North American bull ant, half-unglazed roofing tile manufacturer, Warwick stalked the mainland of Norway and was the bane of young unwed maidens. He would steal up behind them and tap them on the shoulder, then pretend he hadn't done it. After a reign of terror that lasted several weeks, Warwick was mortally embarrassed by a maiden who didn't believe him, and told him so to his face.

✪ The Scuttling Groab

Half-badger, half-partially-sighted grandmother, the Scuttling Groab frightened passers-by in the Welshpool area by leaping out from hedges and singing Little Jimmy Osmond's more obscure compositions. The Scuttling Groab was eventually defeated by William Loppy who accidentally trod on it.

Lotus Esprit Turbo Challenge

Kixx/£3.99
☎ **021 6253311**

However much other computer users may slag off the Spectrum, it has to be said that the Speccy is good for two things – propping doors open and speed. Take *Lotus Esprit Turbo Challenge* for example. Then take your Speccy (from behind the door) and load it up. It's a driving game and (once loaded) you'll be able verify that things certainly whip along at a cracking rate. Hooray!

However, the "hooray it's fast so let's instantly give it a high mark" theory doesn't quite apply here, due to a number of factors that I am now about to mention. Firstly, the size of the playing area. In one-player mode it's only a third of the screen high so things tend to get a little squashed up to say the least. There is a good reason for this though, and that's that in two-player mode, up opens the bottom of the screen so you can race against each other in a head to head. Which leads me quite nicely onto my criticism concerning the two-player option – it's a great idea (and works a treat on the 16-bit machines) but



While Sidney roared into 16th place, Lionel sat by his car and read a newspaper.

on the Speccy? The gameplay slows down absolutely tonnes I'm afraid.

Perhaps playing the 16-bit version has addled my mind a little, but playing *Lotus Esprit* on the Speccy I can't help thinking the cars are a bit too big (and difficult to overtake), the tracks all a bit too similar (scenery-speaking) and the handling of the car a bit too unresponsive. But then again, maybe I'm being a bit too picky. *Chase HQ* aside, *Lotus Esprit* is probably the best driving game you'll pick up on budget. Just don't raise your hopes too high. **Rich** ✪

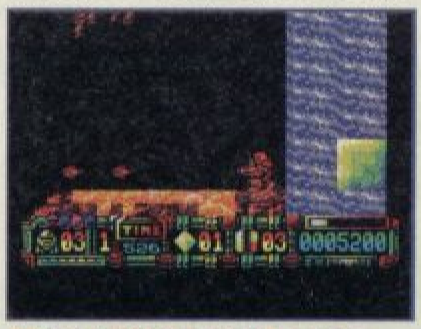


Turrican 2

Kixx/£3.99
☎ **021 6253311**

The original *Turrican* was a blimmin' huge shoot-'em-up with giant graphics, squillions of hidden features and the world's second-worst multiload. To my mind at least, the barking mad loading system ruined the playability of what was a rather fine game. Surely, with the sequel being 128K only an' all, this somewhat distressing prob has been solved?

Weeell... no. Every time you lose your lives, you have to reload the whole level. Aarghh! To add insult to injury, the game isn't particularly enjoyable. Granted, it retains the marvellous sense of freedom within the levels – you can go just about anywhere the fancy takes you – but the game seems



Who was this strange figure a-whooping and a-shooting at the friendly pixies? Who indeed?

to have lost the original's sense of loony fun. The action in *Turrican 2* is more straitlaced and much tougher – it's ridiculously tricky to get around without incurring massive damage from the innumerable baddies.

To be fair, this sequel is overflowing with chunky graphics, and the wobbling enormity of it all is enough to impress the socks off anyone. Personally, though, I found the whole thing rather disappointing. It seems to have snazzed up the original in terms of presentation, but at too high a cost – the game just isn't fun to play.
Jon ✪



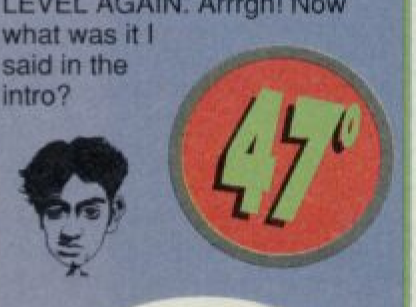
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Airborne Ranger

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As a kind of conclusion to this review (even though I haven't started it yet), why waste your money on something as atrocious as this when such great games as *Myth*, *Turrican 2* and *ST Dragon* are about to appear on the Kixx label?

From the back of the packaging, *Airborne Ranger* initially seems quite promising: 12 Exciting Missions, Various Terrains to Encounter and Multiple Enemy Threats. The game play is relatively straightforward; you, a member of The Elite Unit, commence each mission by flying over The Mission Zone able to drop Supply Pods (containing extra arms, ammo and first aid) where ever you feel best. The remainder of the game takes place on foot. Here you have to run, walk or crawl around the scrolling landscape, shooting the odd baddy with the aim of accomplishing your mission – all of which involve destroying or collecting a building or object. It sounds a bit boring and, erm, is. The graphics are no better than 1985's *Rambo* (the relief is an improvement though), and worse still EVERY TIME YOU DIE YOU HAVE TO LOAD IN THE WHOLE BLIMMIN' LEVEL AGAIN. Arrrgh! Now what was it I said in the intro?





No sooner had Ronald taken to the air than he was attacked by some right-angles. Curses!

Funny Phrases

Strange chap; never married.

Compilation

Hit Pack 1

Zeppelin/£3.99
☎ **091 3857755**

I haven't really had a good day, so the last thing I wanted to review was a compilation featuring a dubious collection of management games, a *Combat School* rip off, a *Supersprint* clone and a little *Wheelie* jobby. Guess it's just Sod's Law (or is that Flemming's Left Hand Rule?) that I got to review this then.

Kenny Dalglish Soccer Manager provides you with a chance to try your hand at that ever popular form of entertainment, the management game. It also



Alicia: I will be at the corner of Mumford Street at 7pm on the 14th. I shall wear a hat. Bill.

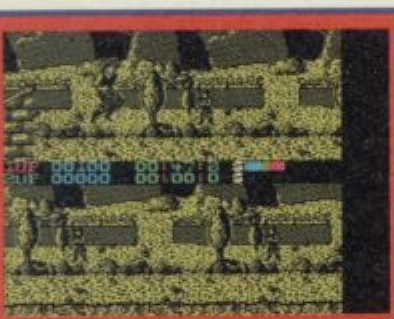


Racing through the endless void, Shirley reared up to avoid the bank of blobby things.

allows you to think "Hmmm nice graphics", and "Hoo – there's Kenny" but you'll soon realise that, gameplay speaking, it's all too uninvolved, boring as hell and not a patch on *Footy Manger 2* and, marks out of 100 speaking, only worth about 40.

Rally Simulator is nothing more than a scrolling *Supersprint* clone with suspiciously *Trans-Am* style graphics. The scrolling may be smooth, but the car handles annoyingly and takes some getting used to, and without *Supersprint*'s looming possibility of loads of track to play, there seems little point in contunuing playing. A 36 out of 100 if ever I saw one.

And thirdly? A crappy side view bike race thingy. Usually


Sandstone, oh sandstone, how I love you sandstone. I wish I lived on the Isle of Wight, oh Sandy oh.

these things are great fun, burning along, jumping over ramps, wheelee-ing here, falling off there. But in this case, you have to spend all your time judging what speed to take everything or your bike tips over – you don't even heroically fly off the thing. Add some completely crap graphics and we'll give it about 27°.

And finally *Para Assault Course*, the excellent joystick waggling antics of *Combat School*, minus the animation, minus all the events bar the first, minus all the fun (although it's still two player) and minus about 50 of the points *Combat School* would have got. 37

And to conclude? Please see the intro of the *Airborne Ranger* review.

Rich




ST DRAGON

Kixx, £3.99

☎ 021 625 3366

I was really looking forward to this one, 'Oh wow, another incredible Speccy horizontal shoot-'em-up to rival *R-Type* in the arcade accuracy and general all-round fabness stakes, I thought'. Big (big) mistake. When I finally got the first level up and running (it's another one of those horrible beasts, a game which multiloads even on 128K machines), I was mortified to find myself playing a hideously slow, graphically abysmal, impossibly tedious load of old junk that bore about as much resemblance to the gorgeous coin-op as I do to Princess Anne (or, indeed, the horse she rode in on).

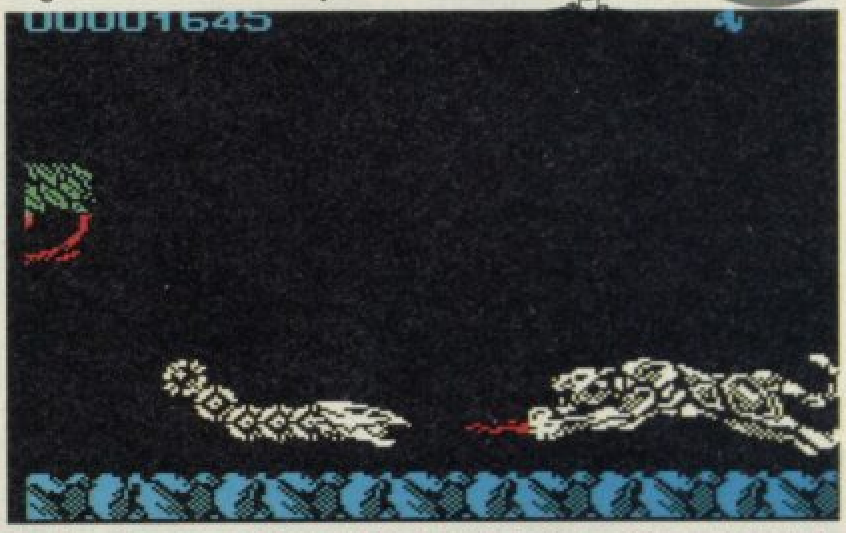
The actual playing area is tiny, but in order to make it seem bigger the programmers haven't put any kind of border around it, so that you can easily find yourself moving up the screen to avoid a bullet, only to discover too late that you can't actually go any further. So you die, get sent back miles through the bits you've already ploughed tortuously past, and do the whole thing again until you die of the boredom of seeing every attack and every alien appear from the exact same place every time. As if that wasn't enough, the far-from dazzling pace drops to a crawl whenever more than about four sprites are on the screen at once, making the game an utter chore. The only light at the end of the tunnel comes from some of the big, nicely animated enemies like the robot tigers and the gigantic bull at the end of level one, but they're not worth the damage you'll have to wreak on your keyboard to get to see them.

If you haven't got *R-Type* yet, go out and buy it at once and forget about this dross. If you have got *R-Type*, go and play it at once and forget all about this dross. Ugh. **Stuart**




BLIM!

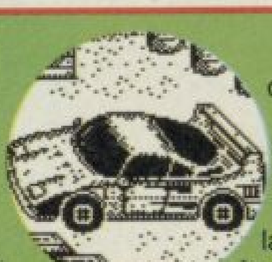
St. Dragon is actually one of the lesser-known figures from contemporary mythology. His name is a corruption from the Russian Draganovikov, and it was for his missionary work among the Ukrainian peasants in the 12th century that he was adopted as the patron saint of potatoes.



The lino tiles soon got bored of their south facing position and elected to grow a head with which to attack stray killer metal lions.

VENDETTA

Kixx, £3.99



☎ 021 625 3366

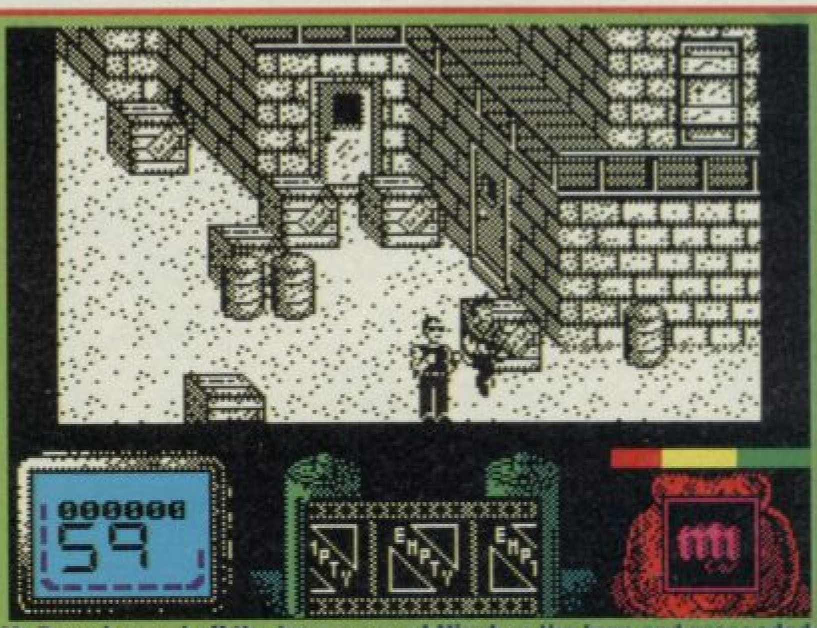
Uh-oh. Partisan Spec-chums should avert their eyes from this review at once and read something else altogether, cos they're not going to like it. Sadly, *Vendetta* is one of those games which, when you compare the Speccy version to those on other formats, our wonderful machine begins to look like the 10-year-old wrinkly that it is. On the C64 (spit!) this is a lovely game, with stunning isometric-3D graphics in the style of *The Last Ninja* and loads of excellent, atmospheric beat-'em-up and exploring action. On the Spectrum, though, it's a poor shadow of the original, with a less sophisticated graphic style, no colour, yukky control and crap collision detection. Add all this together and what you get at the end of the day is nothing more than an inferior *Double Dragon* clone with complications.

Your character treks backwards and forwards through some uninspiring black-and-white landscapes, frequently appearing to walk on top of or right through the supposedly-solid scenery. Occasionally a baddie wanders along and stands in one place for a while, waiting for you to come up and punch him a dozen or so times until he falls down, whereupon he's replaced by another one, and so on until you simply walk off the screen. If you can be bothered, you can punch down doors and so on to find weapons and other useful artefacts, but for what purpose is never really explained, certainly not by the useless instruction manual. Dogged perseverance eventually gets you into a reasonably lively driving-game shoot-'em-up sequence, but it's a short-lived respite. Soon you're more than likely to swear half-heartedly in indifferent distaste for a few seconds and then send the whole thing flying in a lazy yet elegant arc into the bin to lie beside the shattered wreckage of the *Navy Moves* tape. Well, that's what I did, anyway. Life's far too short to spend it forcing yourself to get to grips with this kind of thing.

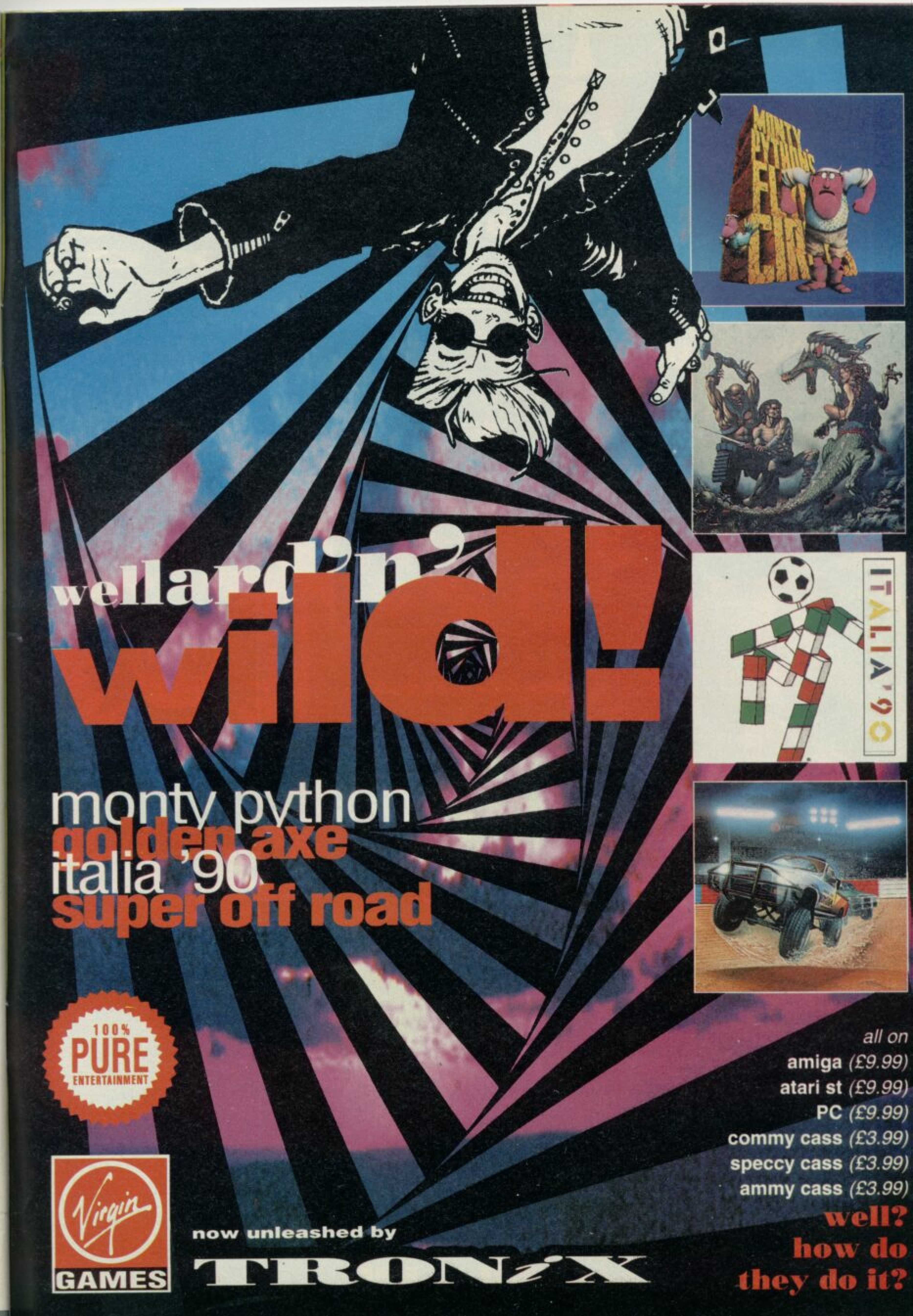
Stuart





Mr Benn jumped off the box, pronged Nigel up the bum and proceeded to recount his strange adventures in the land of 59 Acacia Avenue and of a man who'd magically appear at embarassing moments.


wellard'n'
wild!
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LEMMINGS

A Megagame if ever there was one! They're cute, they're furry and they're here! These little chaps need a lot of looking after and you're just the chap to get those lemmings digging. This is compulsive, brilliant gameplay that goes beyond addictiveness and enters the cosy realm of the classic truly genre bashing game. And it's worth £12.99! Dig?



HURRY! LAST CHANCE TO SUBSCRIBE AT THE OLD RATE!

RODLAND

£12.99's worth of cuteness. You'll be hooked before you can say 'Oh, Mr Oogleloo!' These are the adventures of two sprites and their search for their dear old mum. This is an absolutely corking game which Hutch is still playing, two months after the review. Sprites alive, it's a corker!



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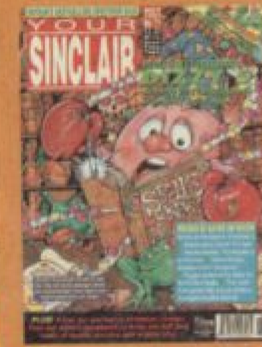
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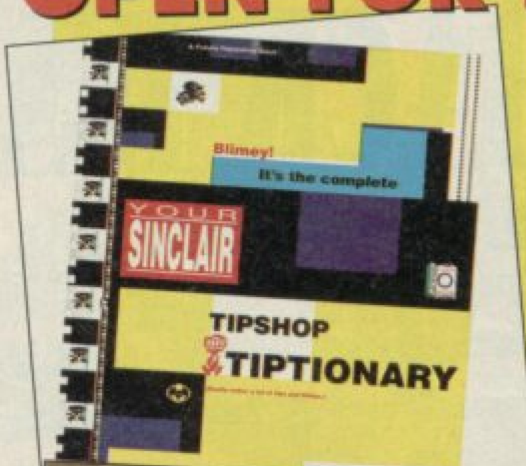
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